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SUPER PLAY

ISSUE 27

JANUARY 1995

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ANIME WORLD •P20

All the latest video news

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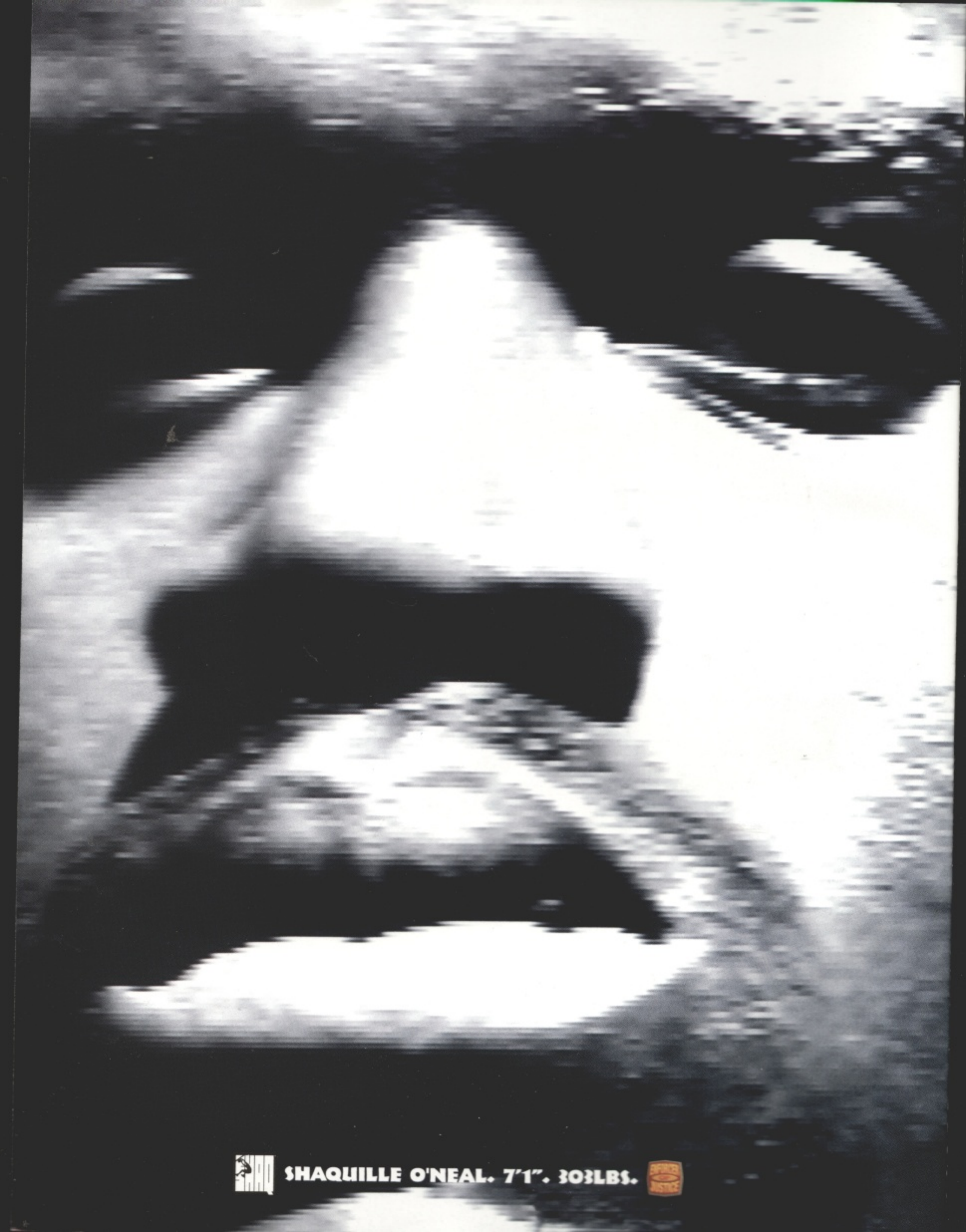
We review the newest films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January 1995 Issue 27

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The last few Panel Compos have bee too easy so try this; Which film has the quote – 'If you are lying, I'll be back.' Send your postcard and cart choice to Panel Compo at the address at the top.

Call *Super Play* on Thursdays only, between 2pm and 6pm. NEVER call for gaming advice! Phone the Nintendo Hotline (01703) 652222.

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Future PUBLISHING

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

Firstly I have to mention the calendar which you'll have received free with this bumper Christmas issue of *Super Play*. Although it's a quality product, you won't be able to buy it in the shops or by mail order because this is a limited edition collector's item featuring, as it does, many images of 1995's Manga releases never before seen.

Of course, it's also a dead useful calendar, and we've added Manga's Video release dates as well as *Super Play's* on-sale dates just to put, as Denis Healey says, the top hat on it. So enjoy your Christmas present from us!

Let's extend a big warm welcome to *Ultimate Parodius*. We've got the exclusive review inside, and it's nice to see a big shoot-'em-up again. For a long time every game seemed to be a massive space-based blaster, but the fashions have changed and at the moment we're stuck with platform games. So, as I said, welcome to *Ultimate Parodius*. What a pity it isn't quite the game we thought it would be.

And we've now finished evaluating *Donkey Kong Country*. We've all been bombarded by the hype, and we've been very rigorous in our assessment of the game, and whether it lives up to the fuss surrounding it. The answer is that it does, but if you were expecting the first 100% review score in *Super Play*, think again.

As more and more games are advertised on TV, and as marketing spending for the big games increases, it's interesting to see what effect it has on sales. Do people really buy games because they've been shown on TV? Does TV even give a fair representation of what a game is like? For example, the *Stunt Race FX* adverts are such a blur of graphics, there isn't any way I can see of finding out what the game is like. I'll tell you what; we'll do a feature about this soon. In the meantime, if you've got any views about hype, advertising and the way games are marketed, please send them to Playback and we'll get your letter in print.

Anyway, I hope you enjoy this issue of *Super Play* – the first of 1995. Have a great Christmas and, as I believe they said in the '60s, a 'gear New Year'!

James Leach

James Leach,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

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It's Christmas! And boy does our news reflect this. Well actually it doesn't. But it's still the best news section in any SNES mag ever.

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The Yule period doesn't quite extend to your questions. But that's because you probably wrote them way back in October or something. Still, at least it's snowing outside.

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Christmas is coming – the goose is getting fat. But seeing as it can't read, it's unlikely to glean loads of top tips and gaming hints from Mode 7, that's for damn sure.

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Will Santa empty his sack in your bedroom this Christmas? If he does, and you're not happy about it, see Supermarket for the goodies you really want.

PLAY BACK 80

A letters page which, surprisingly, doesn't mention Christmas a great deal – if at all, in fact. Even though it *is* Christmas, our favourite time of year.

WHAT CART? 84

Snuggle up in front of the fire. Gaze at the festooned tree and wait for those sleigh bells. And as you fall asleep, think of all the carts you could look up in our massive guide.

BACK ISSUES 95

During the festive time, what could be better than eating and drinking a lot. Reading Back Issues could, in fact. And ordering some of them as well.

IRRESPONSIBLE PICTURES 92

We were about to call this section Irresponsible Christmas. But we realised it doesn't make much reference to the Holy date of Christ's birth and that, so we didn't, in the end.

ABC: 37,442*
Super Play's circulation – measured by the Audit Bureau of Christmas, er Circulation

IRRESPONSIBLE PICTURES 92

Watching stuff on video is great. You can fast forward, rewind and pause at the good bits. But what to watch during the chronological YuleZone? Hammer across to page 92 and you'll find out. We'll also answer some of your less facile questions, too.

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UK & IMPORT GAME REVIEWS index

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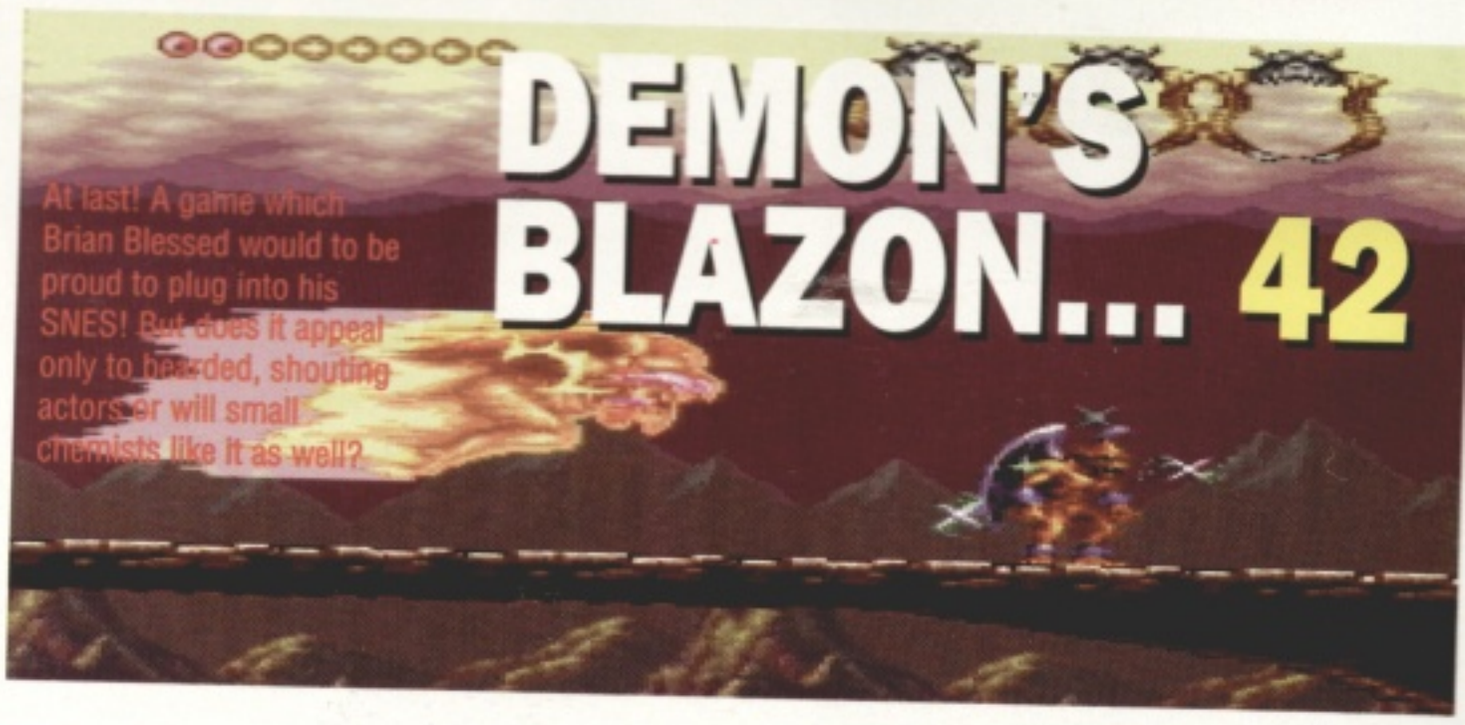

DEMON'S BLAZON... 42

At last! A game which Brian Blessed would to be proud to plug into his SNES! But does it appeal only to bearded, shouting actors or will small chemists like it as well?

DONKEY KONG COUNTRY... 36

Could this be the best RPG ever? D'you know, we think it could be. It certainly looks dead good on our cover, there. Anyway, find out about it by turning rapidly to page 36.

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WIN A SATELLITE TV SYSTEM!

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You too can understand the Simpsons' in-jokes and loads more with this free satellite system. Everything you need to sit back and enjoy millions of hours of special telly!

ULTIMATE PARODIUS

EXCLUSIVE REVIEW

A great shoot-'em-up for Christmas. What could be better? In fact, what *could* be better than *Ultimate Parodius?* Find out by checking out our review.

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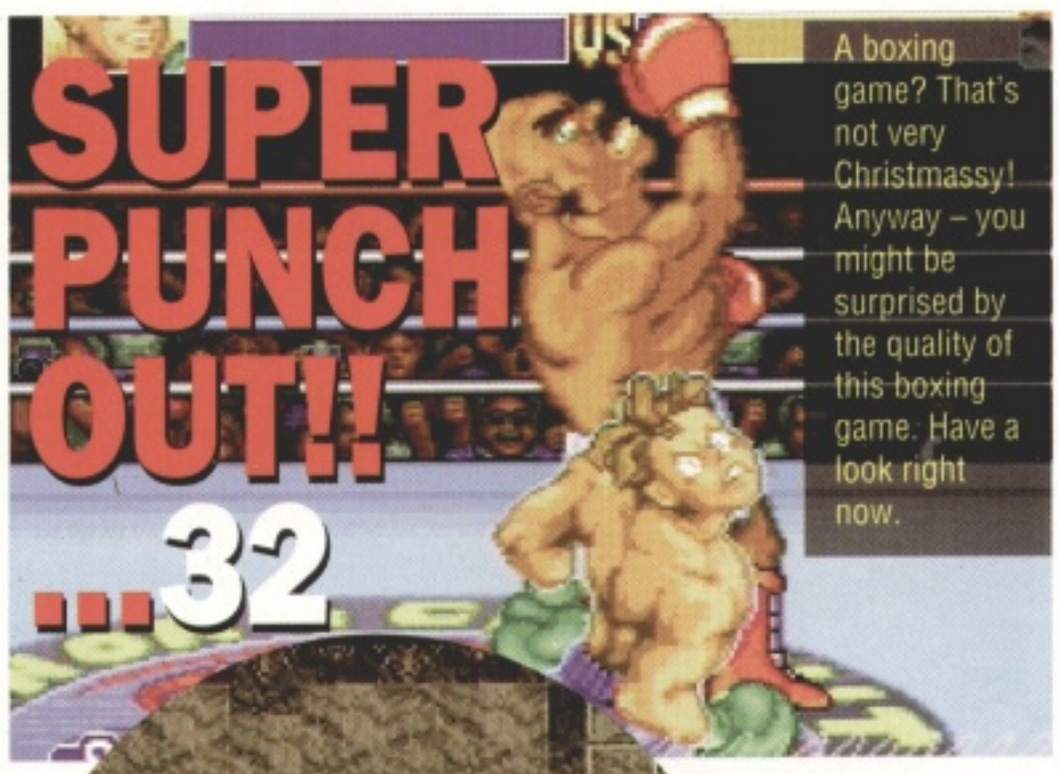
SUPER PUNCH OUT!!



A boxing game? That's not very Christmassy! Anyway – you might be surprised by the quality of this boxing game. Have a look right now.

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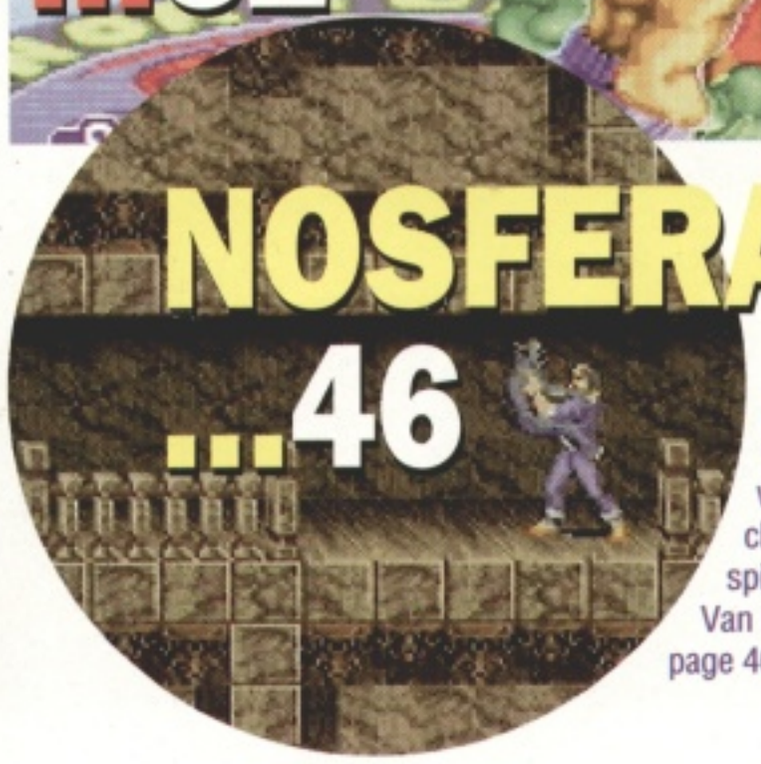
NOSFERATU



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A classic game of the undead. See whether it'll send a chill up your Yuletide spine by rushing with Van Helsing-like haste to page 46...

Super Player's Guide

ROCK 'N' ROLL RACING...

68

During the festive period, who can resist a game of this? Not Edward Woodward, that's for sure. Laugh as he takes you through this classic game. Or our Zy Nicholson does, at least.

SUPER

IT'S VIRTUALLY HERE...

Stop the presses! It's show time for Nintendo, and our Tokyo journo has hot news on their latest hardware oddity. It may not be what you were expecting...

As promised, Nintendo débuted their new Virtual Boy hardware at the Shoshinkai show in Tokyo, on November 14.

The 32-bit RISC-based 'virtual reality' gaming unit bears a striking resemblance to the artist's impression which we printed last month (repeated to the right) with the main exception being the system's joypad. The finished controller now features D-pads at both ends, which, according to Nintendo, 'accommodates multi-directional spatial movement'.

The machine generated much interest amongst show-goers, all keen to experience the true steroscopic effects delivered via advanced LED (light emitting diode) technology. Developed in conjunction with US-based LED researchers, Reflection Technology Inc, the monochrome high resolution display runs red images over a black background.

In keeping with the system's 'Boy' monicker, early emphasis has been placed on portability. Power is supplied via six AA batteries and the much-discussed headset display unit is suitably lightweight in construction.

Three examples of the unit's future software were presented at launch: *Mario Brothers VB* – a variant of the first ever Mario and Luigi title which appeared in arcades, on the NES, and as a bonus game in *Super Mario Brothers 3; Space Pinball* – a, well, pinball game, presented in a similar fashion to Meldac's SNES title *Super Pinball: Behind The Mask;* and *Teleroboxing* – a *Super Punch Out!!*-style effort featuring robots slugging it out.

The Japanese magazine *The Super Famicom* predicted the VR Boy's appearance accurately, especially the pad's shape.

As you'd expect, each game made use of the system's mirror oscillating technology to a different degree of effectiveness and, it must be said, a general feeling of disappointment prevailed concerning Nintendo's initial selection. Certainly, those expecting a 3D *Zelda* or *Metroid* extravaganza were to be bitterly disappointed.

The system will enjoy a full Japanese launch in April 1995, retailing at around $200, with games at under $50. Further details on the machine and software will appear in our full show report next month.

SUPER PLAY PROFILES

Ollie decided to be all of us this month. Dunno why.

James Leach

Ollie's really captured my:
Joie de vivre and sparkly nature.
But he's far too:
Thin. And he's miserable in real life.
Still, I hope Christmas is going to be:
A time of unconditional love for all my friends. I don't care about anyone else.

Debs Cook

Ollie's really captured my:
Feminine side. That dress helps.
But he's far too:
Hairy. And his feet smell too much.
Still, I hope Christmas is going to be:
White, with a blanket of snow covering much of Avon and Somerset.

Tony Mott

Ollie's really captured my:
Gerbil. And I really want it back.
But he's far too:
Scrooge-like to return it unharmed.
Still, I hope Christmas is going to be:
A time of cleaning gerbil-poo off his living-room carpet for Ollie.

NINTENDO UNVEILS ULTRA CD

Nintendo have officially confirmed that CD-ROM technology ultimately represents the way forward for the Ultra 64.

Following early reports, which only hinted at Nintendo's willingness to follow the well worn CD path, it is now known that their strategy is to launch the new flagship machine at under $200, with a CD-ROM drive becoming available later in the machine's life, at approximately $150.

Peter Main, Nintendo of America's sales and marketing president, has also been busy reassuring an uneasy games industry over fears regarding Silicon Graphics' ability to deliver the necessary technology at this price point.

According to Main, the projected autumn '95 launch schedule is still very much attainable. Meanwhile, developers eager to get projects underway are being shipped 100 MHz Onyx workstations – machines which will, Nintendo claim, deliver the same performance as the finished Ultra 64.

With PlayStation development kits long since installed the world over, it seems that Nintendo are performing their usual trick and running observantly behind the pack in their handling of the entire project. The plans regarding CD-ROM, however, can only be seen as good news by software types and gamers alike.

We believe the Ultra 64 will be softer and more rounded than this, but the joypad is about right – perhaps slightly more like the unbettered SNES pad.

FIND YOUR MANGA CALENDAR

Yes, it's the Christmas present to end all Christmas presents. Your Manga calendar is exclusive to *Super Play*, and is already a collector's item. As well as being an astonishingly high-quality little number, it provides you with vital information on 1995's Manga releases.

And as if that wasn't enough, you can also find out from it exactly when *Super Play* is on sale each month (unless you're a subscriber, in which case you just have to wait for it to fall magically through your letter-box).

Many of the images in the calendar haven't previously been released, and owning this calendar keeps you one vital step of those silly enough not to buy *Super Play*.

Of course, the calendar is also useful for writing in birthdays (such as September 1, which happens to be James') and other dates of interest. For example, you might want to include info on major sporting events, the precise dates of civil unrest in economically-faltering nations and, if you're a prophet, you could easily fill in the days when accidents, strokes of good fortune and strange coincidences will occur.

Enjoy your free calendar and make sure you hang it in a prominent place.

Ollie Alderton

Ollie's really captured my:
Hang on. I'm me, so I've captured it all.
But he's far too:
I told you – I'm me, all right?
Still, I hope Christmas is going to be:
More fun spent with the gerbil I nicked off Tony. I've called it Randolph.

Zy Nicholson

Ollie's really captured my:
Glasses and cheeky grin.
But he's far too:
Tall. And his hair is too square for me.
Still, I hope Christmas is going to be:
Over soon. This festive cheer is doing my head in. Still, the scoff is nice.

Wil Overton

Ollie's really captured my:
Slightly anime-ish good looks.
But he's far too:
Human. I'm more robotic, I reckon.
Still, I hope Christmas is going to be:
Characterised by mobile suit police on the lookout for festive felons in Harlow.

KICK OFF 3

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ANCO

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VIC TOKAI

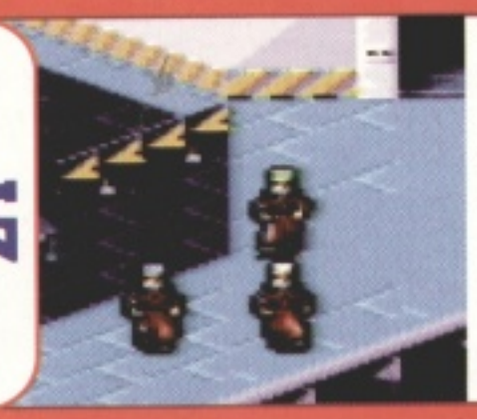
SUPER PLAY'S HOT LIST

As that sad git said in the NatWest ad, it's not *all* work, work, work...

JAMES

I got my milk teeth into *Final Fantasy III* this month. It wasn't long before Zy and Wil drifted over to watch. Followed by the others. And all of *Ultimate Future Games*. And the rest of Future Publishing. And everyone in Bath. In fact, by the time I'd finished, everyone in Europe was there.

ZY



You know that phrase about going 'great guns'? I've played *Syndicate* again. And finished it again. That's the third time I've pulled off this not-very-remarkable feat. It's true, I ought to be applying myself to something with a little more challenge, but it has these great, great guns...

TONY

When I wasn't busy discussing all sorts of stuff with readers at the FES, I was playing this. It reminds my of those halcyon, almost sepia-toned gaming days of old: loading errors, redefinable keys and change left over from a tenner after you'd bought the very latest hot title. Sigh.

OLLIE

Once again it's just got to be *The Adventures of Batman and Robin*. I always bend over backwards to accommodate the point of the Caped Crusader. But sometimes it gets lost in the action, which is a pity. Still, I do like the game, nonetheless.

DEBS

I've been playing *Mortal Kombat II*. It reminds me of the John Denver song which went 'You fill up my senses, like a night in a forest.' Except that it doesn't fill up my sense of smell. Thank goodness. Could you imagine how gross that would be?

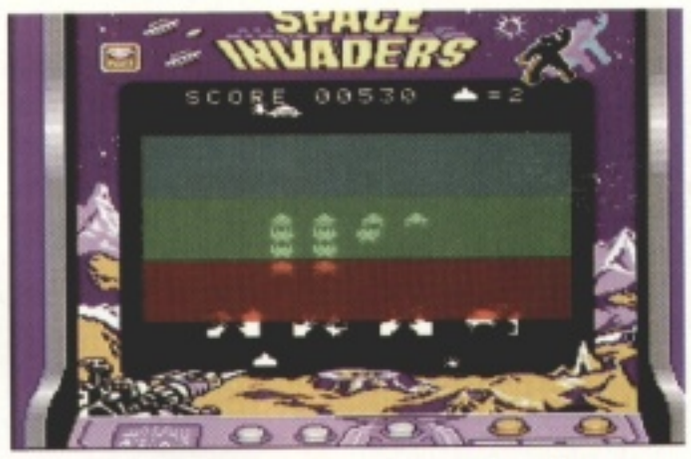
WIL

I settled in front of *Illusion of Gaia* for a few solitary hours this month. And jolly tough going it proved to be. In fact, I might give Christmas a miss this year and just sit with my SNES and a few choice RPGs on my own. Ow! Ow! Ow! (Sound of Wil being pelted with humbugs by the team).

SPACE INVADERS

Nintendo (Super Game Boy) ● 4 MBits

Following an interesting Super Game Boy software development, SNES gamers will soon be able to buy an official UK version of Taito's *Space Invaders*. We reviewed the original cart at the time of its Japanese release (40% *SP*21), and it became a massive seller among retro-crazy gamers over there.



Taito has gone for authenticity again in the border – an original cabinet!

Nintendo has since purchased the rights for distribution in Europe and has ripped the game code (only roughly two megabits) from the Super Famicom cart and placed it alongside the Game Boy version in a Super Game Boy-compatible cart (follow so far?) In other words, you can shove it in your Game Boy and play GB *Space Invaders;* and you can plug it in your Super Game Boy and play a four-colour version of GB *Space Invaders* on your SNES; but you can also call up an option on the SGB's title screen to select the SNES version of *Space Invaders*, at which point the code cleverly bypasses the Game Boy emulating hardware, forcing the SGB itself to behave as if it was a normal SNES cart.

What's more, it's as authentically dull as the original. Welcome to Planet Booooring.

So, in theory, you're getting two versions of the arcade 'classic' for your £25. The question remains, of course, if anyone will really be bothered after all this time – Japanese tastes and trends follow notoriously different patterns to our own.

FIFTY SMACKERS FOR THE GORILLA

It seems *Donkey Kong Country* has a knack for making news – but then, with over £2,000,000 being channelled from Nintendo's coffers into what the grey suits call 'pre-Christmas marketing spend', you'd probably have to move to another planet to avoid it. By now there can't be a gameplayer in the country who hasn't seen it on TV, watched it playing on video, bought it as a present, or cursed themselves for not having a SNES.Indeed, it seems some retailers in Dublin were so eager to let people get their hands on the game that a few carts appeared before the official release date.

Unfortunately, there'll only be 200,000 cartridges available before Christmas. Hmmm... doesn't that suggest, according to our rough-and-ready calculation, that ten pounds of the cartridge cost is being spent on advertising the game to you? Of course it's not that simple, as the grey suits will tell you, but we're still a little surprised by these figures.

The good news for buyers is that some High Street stores have dropped the price of a cartridge to £49.99 – a whole ten pounds cheaper than the RRP. If you're still planning to get hold of *Donkey King Country, Super Play's* advice is to shop around. Be quick about it, though.

Christmas shopping – it's like a jungle out there.

SIM CITY 2000 ON THE SNES!

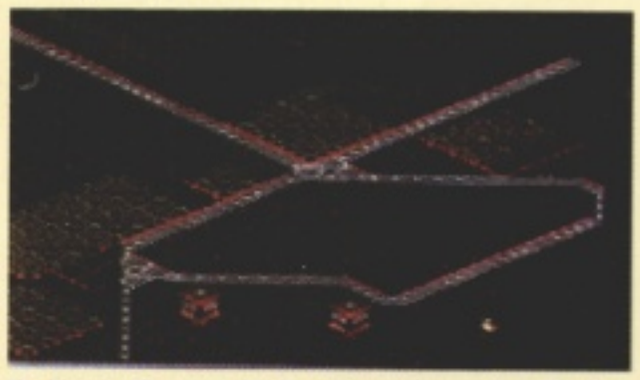
SCOOP!

Maxis/ Imagineer • 16 Mbit

What self-respecting gamefreak hasn't heard about *Sim City 2000?* One of the software success stories of 1994, this multi-format computer game is being converted to the SNES by Japanese developer HAL Laboratories. The Nintendo version of the original got 84% in issue one, and now it's time for the much-improved PC sequel to tax the brains of console owners. *Sim City 2000* takes the conurbation construction concept and adds much more detail.

• Hills and valleys are included. You can build dams for hydro-electric power, as well as construct high-quality residences on clifftops, shrouded by trees.

• Industrial, Commercial and Residential zones can be any size, rather than being restricted to two-by-two blocks.



Underneath your city is a humming network of pipes, rails and wires designed by you.

Remember the satellite laser in *Akira?* Looks like your radar installation has annoyed the enemy...

• Clicking on any part of your city brings up a statistics screen which tells you how many cars per minute are using that road, how much your land is worth in various locations and what the voting population thinks of you.

• You can now landscape the environment by raising and lowering land, so you can create artificial lakes, hills and even reclaim land from the sea. Perfect for amateur river-wideners like Wil.

• The SNES version even includes the option to build an underground system, as well as roads and overground rail networks. Simply place your tube stations at strategic points and connect them up on the underground map of your city.

We have to admit, we're gobsmacked: we've even said in the past that it couldn't be done on a 16-bit console. But looking at these screenshots, we're more than happy to eat our words. *Sim City 2000* was a vast improvement on the original on PC, and the SNES programmers look to have crammed as much of the latest game as possible into 16 meg. They've also catered for the SNES mouse.

The greatly increased number of options and more serious tone should win the game a whole new set of fans, and the improved graphics and more realistic disasters are also looking impressive. *Sim City 2000* has been so popular in the West that a translation is inevitable, whilst a Japanese release date of August '95 has been suggested. More on this next month.

Many more potential disasters await your city in 2000 – even an Alien Invasion scenario. Run away!

GOING UNDERGROUND

Even the 3D aspect of the game has been kept! The problem with *Sim City* has always been that as soon as your city starts getting successful, the roads clog up with cars. Living in Bath, we understand this perfectly.

The answer used to be that you dug up the roads and built rail transport networks. But now there's another option – an underground system. By going to the underground map, you are presented with the zones (shown in their simplest, coloured form) roads and tube stations (if you've built any). The costly tube lines can go virtually anywhere, and the more connectivity you manage between stations, the better used they'll be. One of many great ideas in *Sim City 2000*, and one that surprisingly survives in this conversion.

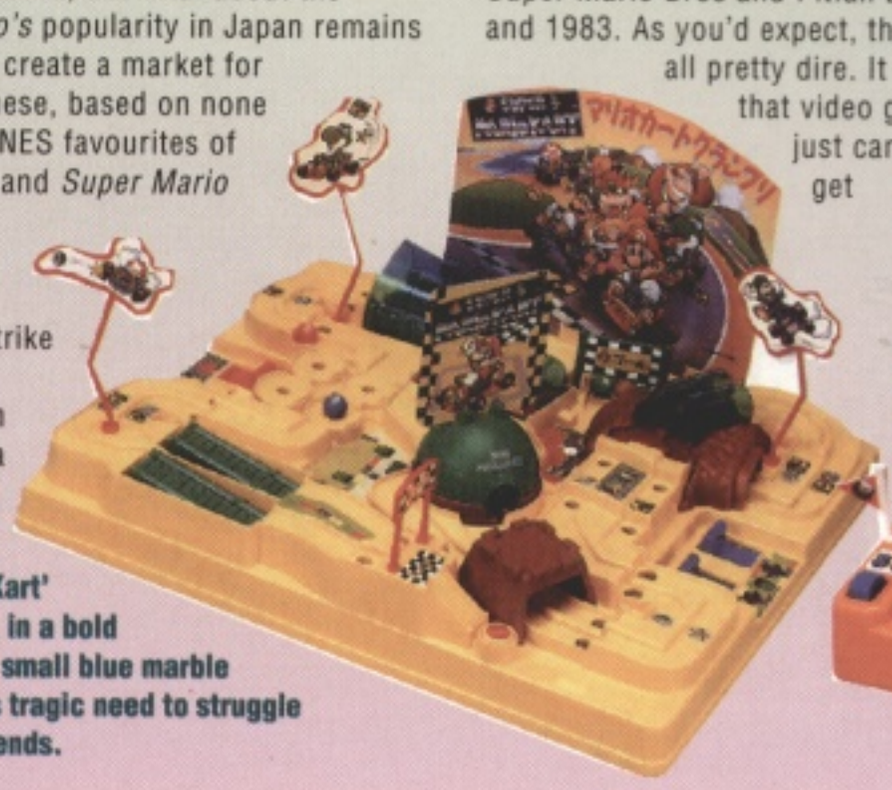
MERCHANDISE OF THE MONTH

Nintendo (Super Game Boy)• 4Mbits

It's not unusual to see video games based on film or toy licenses, but what about the reverse? *Mario's* popularity in Japan remains strong enough to create a market for action toys like these, based on none other than your SNES favourites of *Super Mario Kart* and *Super Mario World*.

It's not unique, however: though it might strike some as a step backwards, Milton Bradley released a host of board games based on original video games like *Donkey Kong, Pac-Man, Super Mario Bros* and *Pitfall* between 1981 and 1983. As you'd expect, they were all pretty dire. It seems that video gamers just can't get enough of their favourite hobby, even when there's no console or TV to hand.

These toys provoked many recollections of precious playthings once owned by the *Super Play* team. Those were the days of Buckaroo, Kerplunk!, Weebles and Operation. Although we all favoured Haunted House, because it was superb, scary, and three-dimensional. Mousetrap was great if you built it all. Does anybody remember the name of that boxing robots game?



This is the 'Mario Kart' game. Except that, in a bold formalist stroke, a small blue marble symbolises Mario's tragic need to struggle against his own friends.

And this is 'Mario World' – or what *Mario World* would look like if it was made of plastic, rather than mushrooms and pipes and vanilla and stuff.

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FANTA

Having sold more than 10 million cartridges to date, Square had good reason to celebrate 1994. Here's what you can expect in 1995...

CHRONO TRIGGER
SQUARESOFT (JAPAN) ● 32Mbit

If you're responsible for Super Famicom games as good as *Secret Of Mana* and *Final Fantasy VI*, how do you possibly follow your own act and surprise your fans yet again? Square looked further afield and assembled a trio of geniuses to ensure the quality of its latest project. The dream team consists of Yuji Horii, talented writer and creator of the *Dragon Quest* series and *Itadaki Street*; Akira Toriyama, the famous illustrator of *Dragon Ball Z*; and Ironobu Sakaguchi, vice-president of Square and the director of the *Final Fantasy* series. *Chrono Trigger* was first discussed two years ago, when these three met at an American software conference.

The story itself introduces us to Chrono, a young Japanese hero in whose village a terrible accident takes place. This accident will change the course of history for the worse – unless it can be undone with a little time travel, that is. Chrono's trans-dimensional adventure takes him and his friends across the centuries, from the forgotten past to the distant future, as he attempts to to repair the damage that has been done.

Blending *Secret of Mana* and *Final Fantasy III*, Square Soft seemed to have excelled themselves with *Chrono Trigger*.

Helping him in the let-me-join-your-party sense is his girlfriend, Mai: a deadly shot with the crossbow, Mai also holds the secret key to the entire story.

Another female character is Lucca, an engineer and technical expert who likes to solve problems with the aid of her inventions. She can also offer a little assistance when Robo, the mechanical warrior from the future (see *SP*25), needs a little maintenance. She's a resourceful accomplice, but be careful – sometimes her inventions will get you into trouble.

Kaeru is a brave knight, a swordsman, a gentleman – and, er, a frog. Although he was born human, an unhappy encounter has left him cursed with an amphibian form. By helping Chrono he hopes he might one day be returned to his original shape.

Looking like the sort of fur-dressed cavewoman that only ever existed in films like One Million Years BC, Eila is the world's first female warrior. Aggressive and short-tempered, she never hesitates to slam her club into anything she dislikes.

At 32 megabits, *Chrono Trigger* is Square's biggest and most ambitious game to date. A release in the next few months is planned, so watch these pages.

Below: your camp-fire is attacked by nocturnal woodland monsters.

FRONT MISSION
SQUARESOFT (JAPAN) ● 24Mbit

Earth in the near future is divided into two superpowers: the Oceania Community Union (OCU), which comprises Japan, Australasia and South East Asia, and the United States of the New Continent (USN), essentially North and South America and Canada. In this strategy wargame/RPG from Square, the two forces are set to collide in the middle of the Pacific, on the small and unassuming Hufman Island.

For the player, combat centres around the mobile assault suit. These range from small speedy recon units to heavily armoured tanks, and applying their particular strengths and weaknesses in an optimum fashion is tactically vital. *Front Mission* is very much a skirmish wargame, and the battle sequences reflect this. Individual combat shifts to an overhead 3/4 view, similar to that seen *Breath Of Fire* but with more sophistication than the usual turn-based exchange of blows. It also features backgrounds appropriate to the arena, with a stupendous attention to detail. The graphics throughout are of a quality never seen before on the SNES.

As if that wasn't enough, *Front Mission* surpasses previous strategy games by having a genuinely dramatic storyline with many possible developments. The designers have worked to ensure that events on the battlefield have significant consequences in the greater political conflict between OCU and USN. *Front Mission* is likely to appeal to fans of Games Workshop products.

SY QUEST

by Nic de Costanzo and Zy Nicholson

CHRONO TRIGGER

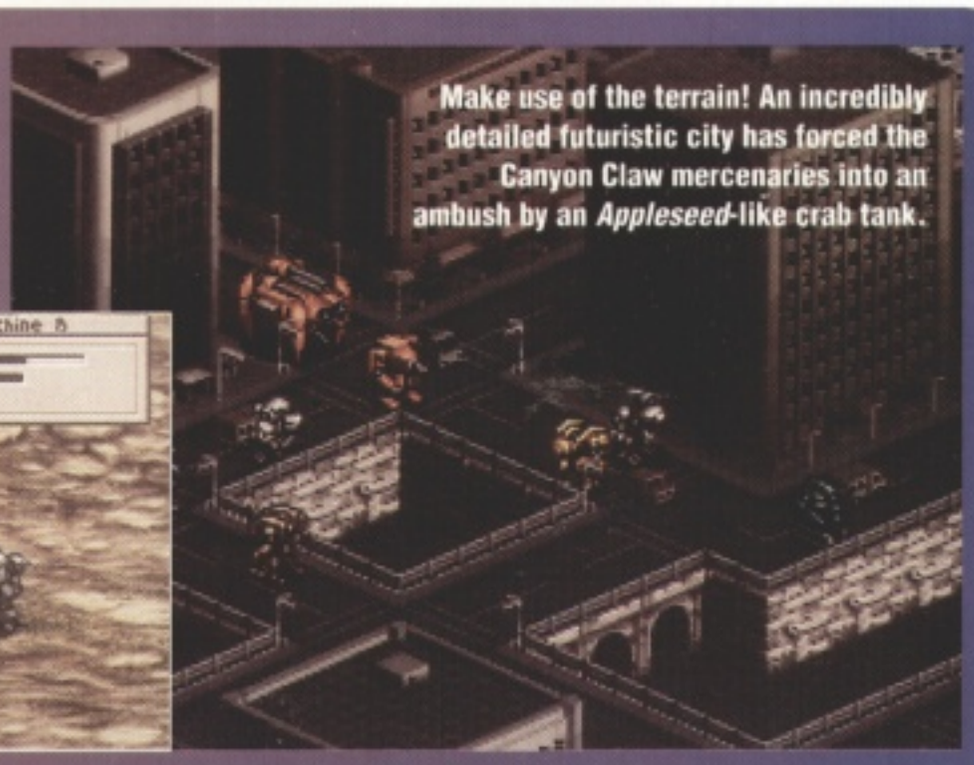
クロノ・トリガー

A map section of the kingdom of Gaidia (right), showing your airship. Like *Mana*, every section of Gaidia – forest, town or dungeon – has a scrolling multi-screen environment to explore.

Left: Eila, Chrono and Kaeru. The combat system is still being kept a mystery...

Far left: Chrono and Lucca cross a bridge guarded by a steam-powered Dragon!

Below: an enemy pilot feels the offensive capacity of a smaller tracked unit in 3/4 view battle.



Make use of the terrain! An incredibly detailed futuristic city has forced the Canyon Claw mercenaries into an ambush by an *Appleseed*-like crab tank.

Stunning setpieces, like this plane-crash skirmish zone, are common throughout the game.

THE COMBATEERS

Square games have become renowned for their strong character-based stories, crafted by professional writers and designers, and despite its wargame foundations Front Mission is no exception. The in-game and promotional illustrations were the work of Yoshitaka Amano, who also created the characters of *Final Fantasy VI*.

Lloyd, the main character of the game, is a 23-year-old Australian who once served as an elite pilot of the OCU. By accident he entered Canyon Claw, a mercenary outfit employed by the OCU, for whom he now occupies a command post. His skills are impressive but he is ashamed of his secret past, and always possesses a solemn air.

Yan has only 19 years old, Yan has come from China to look for her younger brother who disappeared a long time ago. Hearing that he could be on Hufman Island, she thought the best way to find him would be to join Canyon Claw. Her antipathy for men is only outweighed by her desire to do better than them in everything.

Keith At 23 years of age, Keith, a confident hedonist, has joined up with Canyon Claw to get rich quick. Very sure of himself (except with the opposite sex), Keith is well considered by Loyd and may prove himself a hero in battle.

Karen another 23-year-old, her apparent gentleness in person belies her trade as a top-grade combat pilot for OCU. She also happens to be Loyd's lover. Er, cripes.

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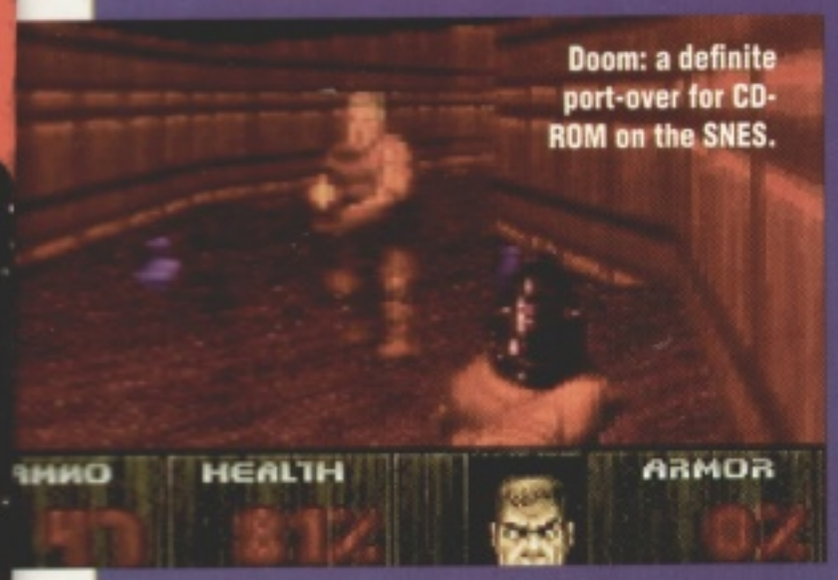
CD-ROM: THE FUTURE OF THE SNES?

The stories continue to fly



Doom: a definite port-over for CD-ROM on the SNES.

After all, it's appeared on every other system.

Just eighteen months ago, the pages of *Super Play* were buzzing with excitement about a CD add-on. Now the story has risen again – but surrounded by as many rumours, half-truths and outright lies as ever. In summing up the company's performance during 1994, President Hiroshi Yamauchi pledged Nintendo's continuing support to the 30 million people who had bought their 16-bit hardware. Is CD-ROM part of these plans?

Peter Main's comment regarding a modular CD add-on for Ultra 64 (see pages.8-9) indicates a major change in Nintendo's attitude towards CD – the attitude which originally resulted in Super Nintendo CD-ROM being shelved, remember. If a 16-bit CD add-on appears now, it won't be the first time that Nintendo has entered the market late but with superior hardware.

It's no great secret that prototype CD-ROM drives for the SNES were developed – and still exist – in the headquarters of both Nintendo of Japan and Sony. As we reported in *SP*22, Sony's original plans to produce a CD-ROM drive for the SNES ended in disagreement with Nintendo, prompting them to create the forthcoming 32-bit CD-based PlayStation as their own project. But Nintendo's research into a CD-ROM drive for the 16-bit Super Famicom (SNES in the West) had also resulted in contacts with Philips, the company that moved into 'interactive home entertainment' with the CD-i. It would be easy to speculate that a SNES CD-ROM would be based on their joint research and incorporate the Philips CD-ROM XA format used in CD-i, but in view of the enormous difficulties encountered during these failed joint ventures it's possible that Nintendo will be creating its own drive after having learnt as much as possible from its dealings with both companies.

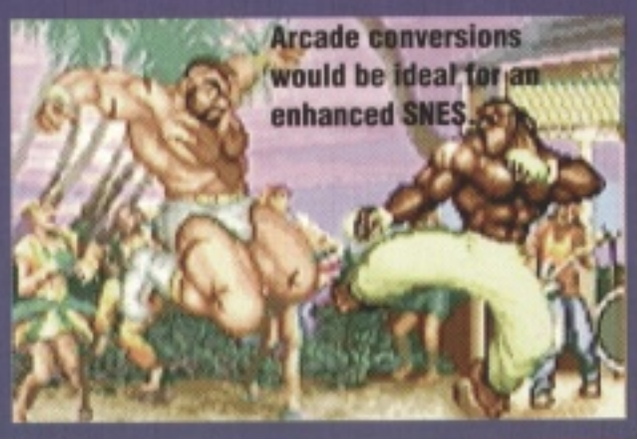
In the absence of new game development...

... conversions and port-overs are the most likely.

HOW NOT TO DO IT

When Sega revealed its Mega CD, it seemed they had achieved a major triumph over their rivals. But the excitement was short-lived when it became apparent that most software publishers were content to dress up their old Mega Drive games with a bit of grainy FMV for attention-grabbing intro sequences and interludes. The Mega CD also suffered from the constraints of its driving console in terms of a limited 16-colour palette, low resolution and the need to use the drive itself to provide decent sound.

But the Mega CD does a little more than store game code: the add-on also contains a co-processor which boosts the processing speed of the Mega Drive from 7.16 to 12.5 MHz. This is one area where Nintendo would look to improving the performance of the SNES, which has a relatively slow 3.58 MHz speed (though, in all fairness, the respectable spread of custom chips enclosed in your SNES renders this unimportant in many respects). It's because of this low speed that the SNES needs an FX chip – essentially a maths chip – to help it work through the calculations required to represent the three-dimensional polygon images of *Starfox* and *Vortex*.



Arcade conversions would be ideal for an enhanced SNES.

CD-ROM would also create interesting repercussions for Nintendo's 'family policy'.

When the SNES CD was first considered, a co-processor was definitely the important part of the package: figures of up to 21 MHz effective speed were mentioned (based on the NEC V810 chip, a likely candidate at the time), certainly enough to assist the SNES with complex 3D graphics and thus expand the potential of the entire system. But its uses wouldn't end there: a second processor (carrying the acronym of SCCP, Super Famicom CD-ROM system co-processor, in previous hypotheses) would also improve game speed (hundreds of sprites with no slowdown), or calculations for such things as the artificial intelligence for sophisticated CPU opponents.

Although the Saturn and Playstation have already sold out on pre-orders in Japan, the Super Famicom has an enormous user base there and the easier availability of consumer goods would make CD-ROM a surefire hit. Not only would it cater for their favourite games – RPGs and strategy games – but it would also be a superb medium for old game compilations and classic updates that appeal to Japanese gaming nostalgia. Remember the *Dragon Quest 1* and *2* cart, where two NES games were upgraded to one SNES cart? Putting all the *SFII* games on one CD, as will happen on the PlayStation, for example, would be a sensible sales move. (In a similar vein, it's been proposed to Atari that they produce a Jaguar CD or cartridge featuring every single 2600 game ever made. The 8-bit games were so small in memory size that an emulator program plus hundreds of titles would fit in a couple of megabytes).

A memory capacity of 500 megabytes and cheap production costs mean that CD carries plenty of price-related advantages over ROM chips. An argument against the likelihood of *DKC*-quality graphics being seen again is that, at present, nobody except Nintendo itself could make enough money on a 32-meg cart to pay for the game's development. If CD games sold at the price of an average SNES game, however, third parties could take a bigger slice of the profits.

A SNES CD is unlikely to receive much software support from the major companies, sadly, who have already had to stretch their best teams for the range of new machines on the way. As an analogy, whilst Sega is much bigger in West than in East, don't expect to see much support for 32X (an MD upgrade) over here from anybody except Sega itself (*Doom* and *MKII* the only ones announced to date from third party). Likewise for SNES CD, big titles might get a translation and arcade conversions would be better (imagine *Samurai Spirits Special* converted with scaling and Shinto chants intact). One thing you can be sure of is that if Nintendo comes up with a piece of hardware then it will get the support of one of the finest software developers in the world – Nintendo itself.

IDEAS?

Now it's over to you: if it appeared, would you buy a SNES CD-ROM in 1995? Write and tell us what you think of the idea. If not, why not? Or if so, what would you want to see on it? The best letter will win a prize.

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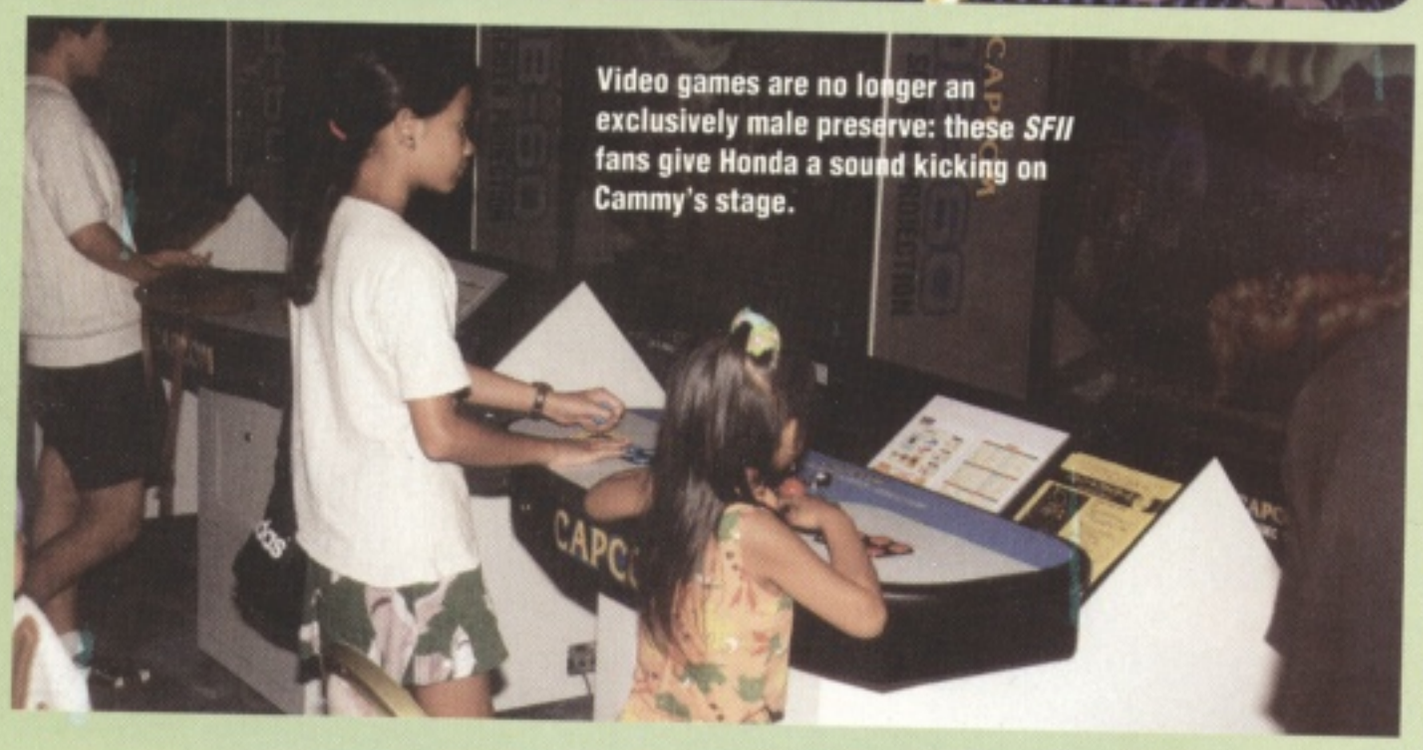
LIVE FROM HELL CITY

By Nic De Costanzo

SHOW RYU-KEN!

With *Super SFII* on the brink of a UK release, our man in Japan explains just how seriously the Japanese take their streetfighting.



Video games are no longer an exclusively male preserve: these *SFII* fans give Honda a sound kicking on Cammy's stage.

Ryu proves it's not easy to block a fireball...

Street Fighter II – Battle Action World

It would never happen in Blighty, of course, but the Shinagawa district of Tokyo is rather special. This year it was the location of an unusual games exhibition held by Capcom of Japan and dedicated exclusively to its most famous and popular title – *Street Fighter II*.

The first *Street Fighter* game appeared in Japanese arcades in August 1987: since those humble beginnings, 13,000,000 units of *SFII* have been sold around the world. Criticism of Capcom's regular upgrading of their biggest hit is perhaps justified, but it's still hard to dent the enthusiasm of the hardcore players. Despite an expensive admission fee (¥4,500 adults, ¥2,500 children), a total of 8,000 fans from all over Japan attended the exhibition.

The *SFII* anime movie received many showings during the exhibition, on both a cinema projection screen and on the monitors around the exhibition. Many visitors came in full costume as characters from the game, trying to be as original as possible in their interpretations; but if you had just turned up and felt drastically underdressed in the company of so many Chun Li and Guile lookalikes then you could always rent one for the duration of the show. What's more, if you wanted to keep a souvenir of your time then you could even have your photograph taken in a suitable pose against an enormous backdrop of Sagat's Thailand stage.

The exhibition was organised into many different areas, or 'worlds': the most constantly popular section was a vast games centre holding every single version of *Street Fighter* since its incarnation (maybe not including those dodgy black market pirate arcade boards from the Far East you sometimes find in the corner of a disreputable British tavern, of course). The latest high-quality giant-screen cabinets dominated one

Constant video ads for the anime release, intercut with scenes from the game, reveal the real purpose of Battle Action World: Capcom now finds itself under pressure in a fiercely competitive market.

corner, and as well as the arcade originals you could try out the gamut of conversions on an array of home consoles. Since everything here was free, many visitors spent the whole day on these machines trying to recoup their entrance fee.

In the middle of the games centre was a large podium stage: this played host to such diverse entertainments as competitions, promotions and even young Japanese girl idols singing teen-pop songs. A stall of *SFII* merchandise allowed the real aficionados to pick up a memento.

The big event of the show was the National 1994 *Super SFII* Championship on Super Nintendo, now a famous event in its third year. Over the course of the two weeks, 16 finalists were chosen to compete in a grand tournament on the podium stage before a large audience. Most of the entrants were male, but females were surprisingly numerous for what has been a traditionally male pursuit. Cammy, and especially Chun Li, seem to be held in high regard by female gamers. Maybe Capcom should consider a few more female characters in their next project?

Learn about the background (above left) or see Guile tuck into a bit of grub in the restaurant (left).

In another part of the exhibition, stiff-looking and badly-dressed mannequins of the entire *Street Fighter II* cast showed off their different dress colours: Balrog and Chun Li were easily the best of the bunch. Nearby, a 'Street Fighter Avenue' held 'life-size' drawings of the crew, presented with their particular flags or symbols above them.

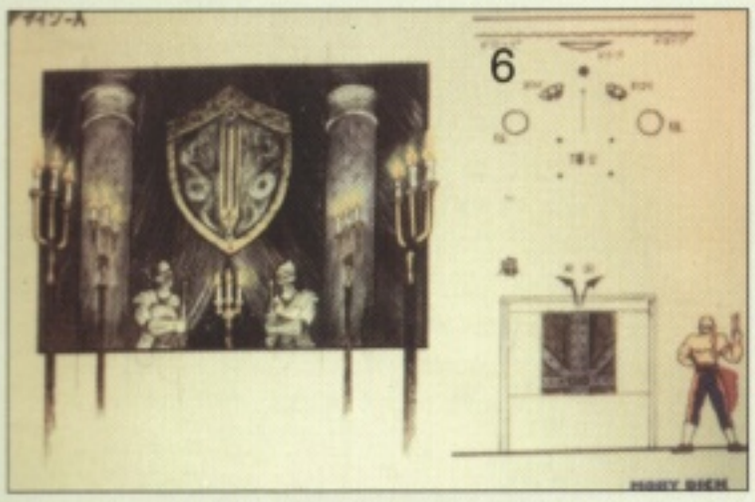
Think you could take on the Siberian strongman (top) in an arm-wrestle? Tables piled high with merchandise threatened the wallets of most exhibition-goers...

Museum Pieces

The highlight for most hardcore fans was the *SFII* Museum, where you could learn all about the design, creation and later development of the game. Although it might sound like a stuffy affair it was actually fairly lively – videos and schematics showing the TV adverts, the making of the anime movie, right down to the original sketches of the individual frames of in-game animation of a hurricane kick, attracted a constant audience. Early drafts of the characters and their stages covered the walls, and it was just as fascinating to see what they'd left out (Balrog with a coat of arms? Blanka with Balrog's Mask? Ryu in western clothes, looking much like Terry Bogard?) as what they'd left in and perfected. Even the *Street Fighter II* logo, it seems, was the subject of much discussion by Capcom's staff.

Although it was really a vehicle for promoting their new game and movie, Capcom considered Battle Action World such a success in its own right that it wouldn't be a surprise to see a similar event scheduled for next year. My Ryu robes can hang in the wardrobe until then.

If that's not a spinning piledriver that Zangief's performing on Brazilian beastman Blanka (above) then I really don't want to be writing this caption.



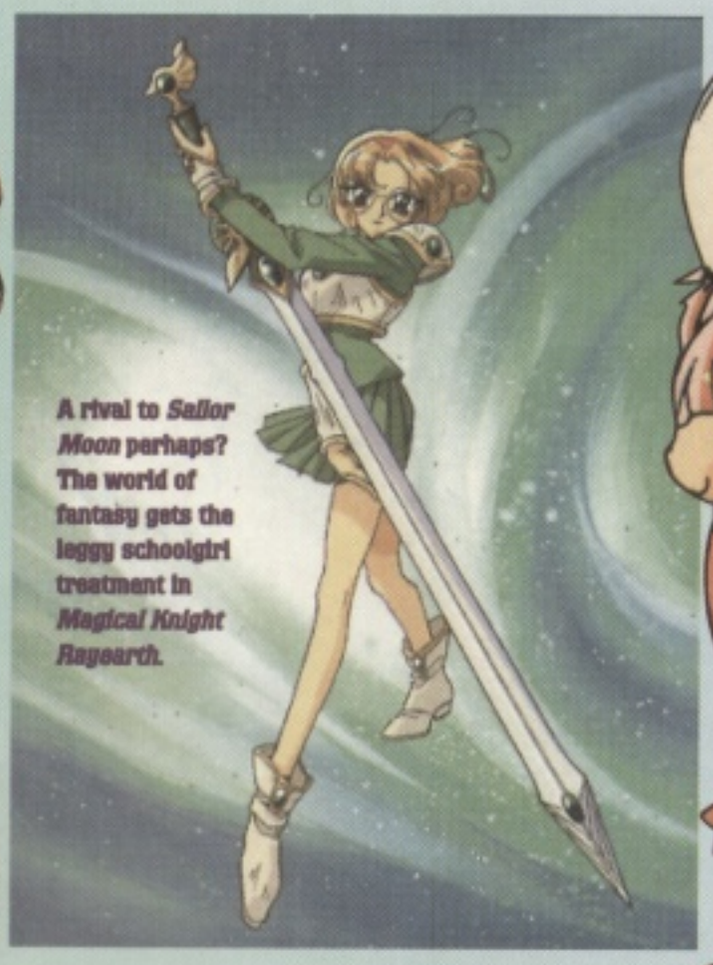
A working design for '*Street Fighter II Plus*' – a new coat of arms for Balrog, including snakes and a claw motif – decorates a candle-lit castle interior stage.

BONUS STAGE

That's right. In a bizarrely tongue-in-cheek imitation of the game, budding martial artists could try their hand at trashing a car to within an inch of its MOT. Racing against the clock, the contestants had to deliver axe-kicks, dragon punches or indeed any style of fierce blow that carried sufficient force to be picked up by the game's sensors. Every successful strike against the inflatable motor would mark up its chassis damage counter by another notch. You might have noticed that it's a VW rather than a BMW, but hey.

That 'perfect' is still a way off.

Not *Clash of the Bionoids*, not *Macross II* and not even the new OAV *Macross Plus*, but the brand new TV series – *Macross 7*.



A rival to *Sailor Moon* perhaps? The world of fantasy gets the leggy schoolgirl treatment in *Magical Knight Rayearth*.

As usual, no new series is complete without a set of SD (Super Deformed) characters. And Rayearth is no exception.

This month we take a look at clichés in sci-fi.

ANIME WORLD

Pronounced 'ah-nee-may'

THINGS TO COME

Left: Hardly the typical Western idea of a sword-wielding heroine, but then to our eyes, anime is anything but usual.

Looking very much like Pai from *3X3 Eyes*, here's the heroine from the new series *Blue Seed*. Yuzo Takada's instantly recognisable style has also been seen by UK fans in *Cat-girl Nuku-Nuku*.

Anyone who knows Anime knows clichés. It's full of them in the same way that a person is full of bones, and I hope to detail some of the juicier ones at a later date. However, Japanese animation is not the sole purveyor of the hackneyed: one recurring example tends to pop up in TV science programs, especially those that go about predicting Things To Come.

As soon as the credits are off the screen, it's traditional that the next thing we see is a selection of clips exhumed from 1950's features about the future, and maybe a shot or two from Fritz Lang's *Metropolis*. This is so that the viewers can chuckle smugly about how wrong they all were, ('Yes, in the 1970s, every housewife will have a seven-foot cardboard robot helping her in the

kitchen') and it sets up a neat little bit of brainwashing – 'They were wrong', grins every pop-tech slot from *Tomorrow's World* to *Equinox*, 'but we are right!' Yeah, and that's what they thought in the '50s, too.

The reason all this nonsense springs to my twisted little mind is the fact that Pioneer will shortly be releasing *Green Legend Ran* (a lot more shortly than they expected, since *Moldiver* and *Tenchi Muyo* are doing so well). Ran looks like some sort of feelgood eco-fable of the kind that makes people go outside and burn polystyrene for fun, but I could be wrong. Just be wary of anything that has the word Green on the cover.

The show (which, I was disappointed to discover, has nothing whatsoever to do with Ran the pink-haired sociopath from *Urusei Yatsura*) first started getting teaser adverts in *Newtype* back in mid-1992. Most hard-core anime fans read *Newtype:* it's a big, expensive Japanese magazine whose features tend to the vacuous but whose adverts are probably the best source of up-to-date info on anime there is. It's also a design nightmare. Reading it is like being smashed in the retinas with a small toffee hammer. The *Ran* teasers followed the style by being printed up the side of the page, as a result squishing the rest of the text and making readers look like fools as they twist and turn the magazine trying to read it all. At least the ads were Catholic in their audience: their party trick was to present the same block of information in languages as disparate as French, Russian, and something that looks like Thai.

An ecological tale from Pioneer in the shape of *Green Legend Ran*. Due for release in the UK soon.

Apparently *Pretty Soldier Sailor Moon* is now bound for American TV screens. If it's a success then we could also be enjoying things like *Rayearth* on our screens very soon.

Another term for SDs, when applied to people, is CB which means 'Child Body'.

The text, after a little square-wheel babble about the plot, finished with the following catchy tagline: '*Green Legend Ran* will alter the history of the original animated video cartoon'.

Hmm. Well, it didn't, and there lies a truism: if anything claims to be The Future, you can be fairly sure it'll find itself part of the past in pretty short order. Anime is a fast-moving medium, and one that dates fast, too. Quickest to run slap-bang into the brick wall of history are the near-future scaries – remember the beginning of *Akira?* '1988-7-16'. Boom. Sorry, guys, but no cigar. Now don't get me wrong, Akira is still a fine piece of animation; one of my favourites, in fact. But that edgy 'just around the corner' feel turned into smug '50s chuckles on the seventeenth of July, 1988.

It comes down to this: if you try and predict the future, you'll be wrong. But if you still get the urge to try, never put a date on it.

Most anime on the shelves over here is old news compared to what's happening in Japan, so buying this month's *Newtype* is like a trip in a time machine. Big news for '95 are three new TV series: the first is *Magical Knight Rayearth* (the first episode aired on October 17, for all you Tokyo viewers). The show looks like an attempt to fuse *Sailor Moon* with *Record of Lodoss War:* three schoolgirls change into sword-wielding superheroines against a classic fantasy backdrop. The show is very obviously made by Studio Clamp (best know in this country for *RG-Veda* and *Tokyo Babylon*), with the usual brace of huge-eyed, androgynous characters. Clamp's work is consistently worth seeing, so this may be a title to watch out for.

The recently-revived *Macross* saga is still going strong: running parallel with the new *Macross Plus* OAV series (in sales, if not in continuity) is the *Macross 7* TV show. The first episode aired a day before *Rayearth,* and continues the mecha-and-music theme so popular to *Macross* fans. New stars are a rock group called 'Fire Bomber' – how they fit into the inevitable metallic mayhem remains to be seen, but the character designs are classic Mikimoto, detailed in the 'Official Art Of' section, and there is a nice 'Fire Bomber' freebie poster.

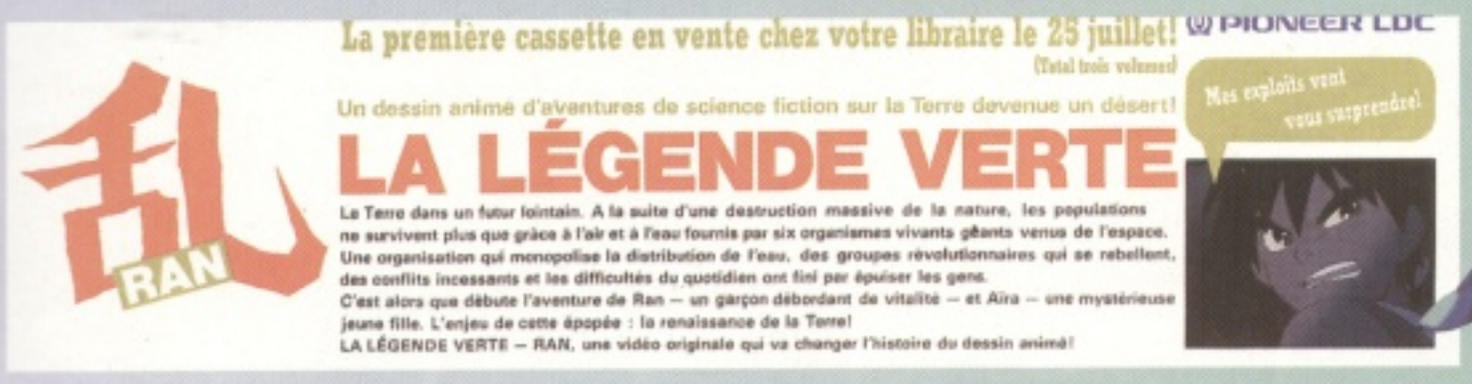
Last but not least is *Blue Seed,* from Yuzo Takada, creator of *3x3 Eyes*. There's not a lot of info about this one, except that it mixes cute and biotech in a futuristic setting, and involves something called the Terrestrial Administration. The fact that these are all TV shows, rather than OAV's, means that the anime business will have to change quite a bit before we see them available outside the fan network. Still, 1994 has seen some vast leaps, so anything is possible.

Unlike most anime releases over here, shows like *Rayearth* and *Sailor Moon* appeal more to girls than bogs.

Right: British fans experience of Clamp's stylised artwork came in the the form of Manga releases *RG Veda* and *Tokyo Babylon*. Will we also get a chance to see their new series *Rayearth*?
Below: Who said that anime wasn't educational?

ANIME CONTACT

Anime UK magazine, 70 Mortimer Street, London W1. £3.50 from good SF/comic shops, also available mail order from the publishers.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Mes exploits vont vous surprendre!
La Terre dans un futur lointain. A la suite d'une destruction massive de la nature, les populations ne survivent plus que grâce à l'air et à l'eau fournis par six organismes vivants géants venus de l'espace. Une organisation qui monopolise la distribution de l'eau, des groupes révolutionnaires qui se rebellent, des conflits incessants et les difficultés du quotidien ont fini par épuiser les gens.
C'est alors que débute l'aventure de Ran — un garçon débordant de vitalité — et Aira — une mystérieuse jeune fille. L'enjeu de cette épopée : la renaissance de la Terre!
LA LÉGENDE VERTE — RAN, une vidéo originale qui va changer l'histoire du dessin animé!
RAN

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94%

NMS
" A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"
92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"
91%

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IT'S A RACE RIOT

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BLABBERMOUTH

with Kris and Tel

Kris and Tel were so run down by their illicit spying activities that we had to leave them with the local garage for a month to let their batteries recharge. And all they did was drink superlube and eye up the high-pressure air pump.

☎ ... Not bad, Kris. I see *Rise of the Robots* is still causing controversy in the games industry. According to Jeff Tawney, quoted in a recent *Computer Retail News*, 'The console versions are nowhere near as good as the computer versions, as you will see'. A sad piece of news for *Super Play's* readers, I'm sure, but doubly so when you discover that Mr Tawney is a marketing manager at Time Warner Interactive, the publisher of *ROTR*. His honesty is rare and admirable, you must admit.

☎ And he's in marketing, Tel? What's more, I discovered that *MKII* publisher Acclaim has picked up the distribution rights to console versions of *Rise Of The Robots*. 'We have a triple A product', said an Acclaim representative, clearly unbriefed by Mr Tawney. Time Warner's press material has tried to stress that *Rise Of The Robots* was really designed for CD-ROM, but even HMV's games manager, Gerry Berkley, said of *ROTR*: 'It's for kids really, not us. It's been a bit over-hyped.' Expect that hype to continue, as TV ads and billboards advertise the game's release this Christmas.

☎ But if the game's being released this Christmas, Kris, why hasn't *Super Play* reviewed it in this issue? How are the readers expected to make an informed buying decision without one?

☎ That's exactly what Mirage don't seem to want, Tel. *Super Play* wanted to see a finished version, but Mirage requested that all reviews of the game were conducted over a few hours at the developer's head office. I don't know about you, but that doesn't strike me as the environment for objective decision-making.

☎ Forsaking objectivity, Nintendo's made some bold claims about *Donkey Kong Country*. Take its latest press release, for example: 'A decade ago the home video game world came close to collapse. A rush of inferior quality games sheared the underpinnings of an entire industry. Consumers lost interest. Retailers lost hope. Nintendo did neither. Against all odds, Nintendo revived the business. With the popularity of *Donkey Kong*, Nintendo established itself as a world class arcade and home console game manufacturer. A decade later, with talk that the video game industry is again in decline, *DKC* is ready to create another sensation...'

☎ Some Nintendo fans may be too young to remember the games scene of ten years ago, Tel, but trust my data banks when I say that it was anything other than 'close to collapse'. In the US, maybe, the Atari VCS had reached a lull, but in the UK we were happily playing Mike Singleton's groundbreaking *Lords of Midnight* on our Speccies.

☎ Did you read *Super Play's Puggsy* preview, Kris? Psygnosis had grand plans to port their character-promoted platform puzzler to the SNES, but now I've discovered there's considerable doubt as to whether it will really sell in sufficient numbers to warrant their efforts. With my solenoid ear to the ground I've noted many similar cases in the past: my question is, what happens to those SNES games that are fully developed by the programmers, but never see the late of day? Regardless of their quality, can we expect to see them in the console's twilight years, or have they vanished from the gameplayer's grasp forever?

☎ Finally, as it's Christmas, I'm happy to be the bearer of good news. In the spirit of the season, *Super Play* and Virgin have decided to forget their differences and have a big hug to make up. So expect to see plenty of Virgin game coverage in the near future. Merry Christmas, Tel.

☎ That is good news. Merry Christmas, Kris.

INDEPENDENT SUPER NINTENDO MAGAZINE SUPER PLAY

GUIDE TO BUYING MAIL ORDER

TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these Super Play guidelines:

1). Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2). Always read the small print on adverts.

3). Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4). By far the best method of payment is by credit card. If ordering goods of more than £100 in total value remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5). If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6). Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

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8). When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9). Always order from the most recent issue of Super Play.

10) If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

IT'S... THE SUPER QUIZ!

Remember issue 25? Or, as we call it, the November issue? Well a fella called Dan Whelan did our *Super Quiz* for us. We didn't ask him; he just did it. But it was good enough to use, so being lazy, we used it. But lo and behold, the chap's only been and gone and sent us another one now. So what choice do we have but to use it again? None. That's what choice we have. So here is Daniel Whelan's second Super Quiz. Enjoy it; it's special.

EASY

1 What is the name of the breakfast cereal in *Micro machines?*
2 Which is the dog: Ren or Stimpy?
3 What's the name of Turkish guy in *Street Racer?*

MEDIUM

1 Who is *Donkey Kong's* sidekick?
2 What is the name of the beam the baby Metroid gives you at the end of *Super Metroid?*
3 What is Capcom's new horror novel beat-'em-up called?

HARD

1 Which game company's name appeared in the film *Space Camp?*
2 How do you reach Sonya in *Mortal Kombat II?*
3 Which *Quantum Leap* star was nominated for an Oscar?

SUPER QUIZ ANSWERS

An apology is in order. In issue 25 we called Dan Whelan 'Danny'. Apparently he doesn't like this, and we're not to do it again. He's either Dan or Daniel. And as he's kindly supplied us with two Super Quizzes, we wouldn't dream of upsetting him. Which we could do by calling him Tabitha, or possibly Fifi.

Micro Machines: mini motors racing through your brekkie.

'Have we lost that Attenborough chap yet? Sigourney was bad enough, but this...'

CHARTS

Er, hello, Ted. I was wondering if you'd read the charts to me.

For weekly UK SNES chart updates try tuning in to Digitiser, Channel 4 Teletext: page 470. Ooh! Suit you sir. And the young lady, Ooh!

OFFICIAL GALLUP UK CHART

▲ UP ▼ DOWN ● NON-MOVER ☆ NEW ENTRY

1	▲	SUPER MARIO WORLD	Nintendo
2	▼	STUNT RACE FX	Nintendo
3	▲	FIFA INTERNATIONAL SOCCER	Ocean
4	▼	MORTAL KOMBAT II	Acclaim
5	▼	STARWING	Nintendo
6	▲	MORTAL KOMBAT	Acclaim
7	☆	COOL SPOT	Virgin
8	▲	ALADDIN	Capcom
9	▲	SUPER MARIO KART	Nintendo
10	☆	MARIO IS MISSING	Mindscape

UK IMPORT
Compiled by Zap Computers

1	Final Fantasy III	Square Soft
2	Mortal Kombat II	Acclaim
3	Illusion Of Gaia	Enix
4	Super Bomberman	Hudson Soft
5	Maximum Carnage	Acclaim
6	NBA Live '95	EA
7	NHL '95	EA
8	Stunt Race FX	Nintendo
9	Super Punch Out!!	Nintendo
10	Seaquest DSV	Malibu

AMERICA
Compiled by Chuck Winkle

1	Final Fantasy III	Square Soft
2	Earthworm Jim	Virgin
3	Super Punch Out!!	Nintendo
4	Illusion Of Gaia	Enix
5	Super Street Fighter II	Capcom
6	Lord of the Rings	Interplay
7	Samurai Spirits	Takara
8	Brain Lord	Enix
9	Blackthorn	Interplay
10	Sparkster	Konami

JAPAN
Compiled by Wil Overton

1	Dragon Ball Z 3	Banpresto
2	Kirby's Tee Shot	Nintendo
3	Samurai Spirits	Takara
4	Mother 2	Nintendo
5	Super Puyo Puyo	Banpresto
6	Pachinko Fan	Pau
7	Derby Stallion II	Asuki
8	Fatal Fury Special	Takara
9	Larry Nixon's Super Bass Fishing	
10	Down the World	Asuki

STAR TREK: STAR FLEET™ THE BRIDGE SIMULATOR

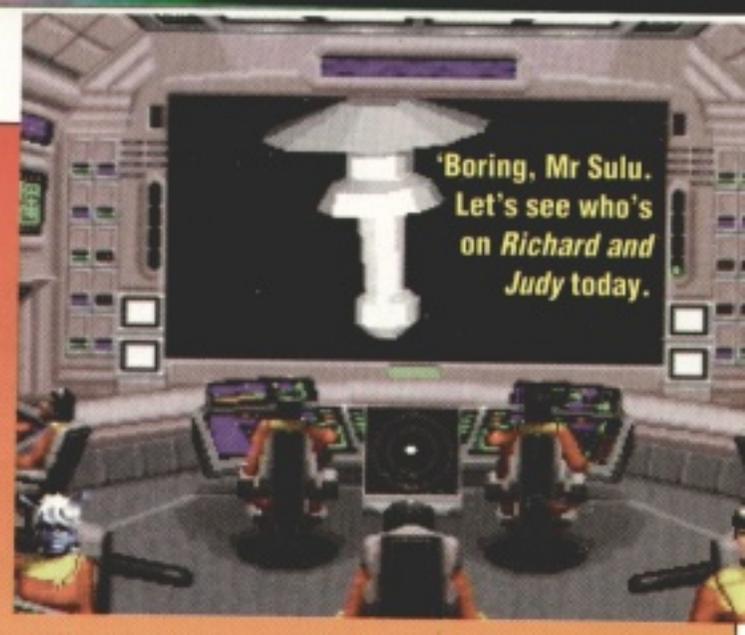
Interplay • 16 meg

In the movie it was revealed that only the young Jim Kirk had ever successfully completed Starfleet Academy's no-win training scenario called the Kobayashi Maru. This he did cheatingly, by sneaking in the night before and reprogramming it. That small snippet of Trekkie trivia has spawned an entire game, it seems, for here is the Kobayashi Maru on your SNES.

Dilithium crystal? 4-star, more like.

Taking the role of a Starfleet cadet, it's your goal to learn from some 30 different simulations – ranging from diplomatic missions to space battles – until you have the requisite experience to pass them all with flying colours, whereupon a promotion to the ranks of Captain and the keys to your own Constitution-class Cruiser await you. A fascinating psychological twist is that, to get to understand your enemy, you can also 'roleplay' a Klingon Captain or the commander of a Romulan warbird and take on Starfleet at their own game. Heh, heh, heh.

But what does this mean in game terms? Well, some shooty bits and some plough-through-the-ship's-computer bits, really. The bridge screen displays some polygon-based views of enemy vessels when necessary but there's a wealth of information in the form of long-range scans, craft idents and video communication to aid you. Thankfully it's a more authentic recreation of the series than MicroProse's *Next Gen* game, right down to the ship's tractor beams. You've also got more choice over the simulations you play.



Whilst searching through the promotional material for the game, we were devastated to discover that not only has the name of Captain James T Kirk™ been trademarked, but that the words 'Starfleet™' and 'The Federation™' are similarly protected. This could cause a few legal problems in about 4,000 years time.

C2 JUDGMENT CLAY

Interplay • 20 meg

Before you get carried away with *Donkey Kong Country's* graphics, bear a thought for the incredible 3D sprites that came first in *Clayfighter*. Based on Plasticine models rather than computer-rendered images, they marked a step forward in exploiting the SNES.

C2 sports a new combat engine which, although it wasn't quite finished when we played it, still drew rather heavily on *SFII*. Dragon punches, fireballs and a couple of charged moves will see you get the specials out of most of the characters (use the traditional toward, down, down-toward plus punch and the nipper in the nappy performs a 'Diaper Uppercut!') It was also supposed to include 'super attacks', akin to the super moves of *Super SFII X*, but we're not confident these will appear in the finished version.

Backdrops as good as *DK Country*, see?

In its early conceptual stages, the designers seemed to be moving towards a *Mortal Kombat* parody for the sequel. That's not so evident now, and we couldn't find any finishing moves or 'claytalities'. A fair number of hidden characters lurk within the game's squidgy recesses, however, as no less than 10 secret warriors hide in waiting for the hapless player – four of whom are up-dated characters from the original game.

Octo – a rival for Blob?

Being larger than the average cart, *Clayfighter 2* will need to prove its worth as a long-term playable beat-'em-up, as well as a bit of a laugh. We'll be telling you the intimate truth about *Clayfighter 2* in our full review next month.

Can't bring yourself to hit a baby?

LORD OF THE RINGS

Interplay • 8 meg

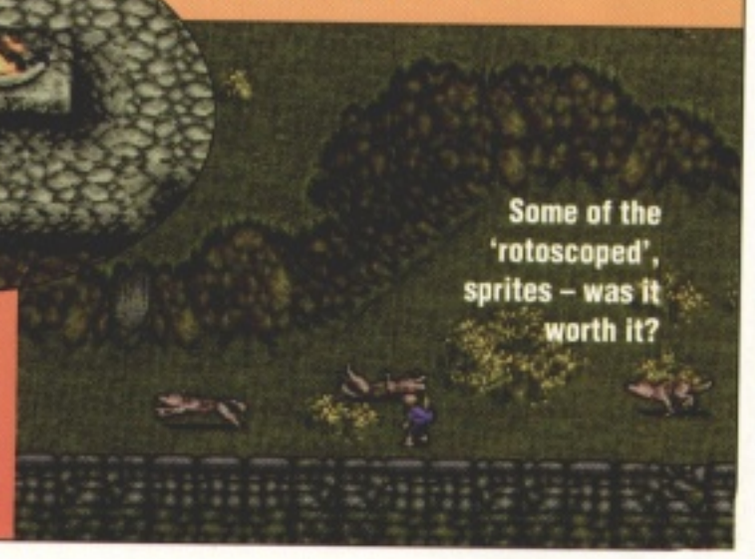
LOTR, as it's often abbrevd, is one of those books with which you either fall in love or fall asleep. It's a testament to JRR Tolkien's art that his tales of Middle Earth still hold an obsessive appeal for readers more than fifty years after they were written. On the other hand, we might also hold Prof Tolkien responsible for the hordes of derivative fantasy trilogies that now line bookshop shelves, and one member of the *Super Play* team can still recite the lyrics of elven songs after a particularly embarrassing adolescence.

Interplay's RPG follows the adventures of Frodo Baggins as he journeys from the cosy green belt of the Shire to the treacherous mines of Moria. One concern we have is that the game draws mostly on the first Book of the trilogy, *The Fellowship of the Ring*. Its title refers to the party of nine adventurers who set off to destroy the powerful One Ring before it falls into the hands of Sauron's dark forces. On the SNES, happily, a Multitap will allow up to five players to simultaneously control the characters on screen. If you're a lone roleplayer then a SNES mouse and a little computer intelligence will guide you and your comrades' actions: yes, *LOTR* is an ARPG whose NPCs have AI.

It's claimed that *LOTR* holds more roto-scoping – the process whereby a real actor's movements are translated into animations – than any previous SNES cart. Hmm, let's hope the similarities to Ralph Bakshi's ill-fated movie end there. We'll be reviewing *LOTR* next month to make sure.

Hobbiton: village of small people with sticks.

Pretty drab after *FF3*, eh?


Some of the 'rotoscoped', sprites – was it worth it?

FANHUNTER

YOU'LL FIND NO FINER FANZINES

Taking a nice long holiday last month, I was afforded the opportunity to don my Fanhunter deerstalker and chomp on an old briar once more in my quest for the finest offerings of the zine scene.

Top of the pile is *Red Leopard*, possibly the first 'real' UK fanzine I've come across, in that it makes no attempt to copy a pro mag but offers something genuinely different by revelling in the greater freedom of the amateur press. Where else would you find manga news jostling with a review of fine cheeses? Or a spot-on Jackie Chan retrospective preceded by a collection of apocryphal urban myths? Our Wil picked it up at the Contaminated anime con recently but write something nice to them at the address below and see if you can't get hold of a copy.

Experimentation is happening, fortunately, and I was mightily impressed by *Tales from the Cajun Sushi Bar 5*. A well-produced 80-page anthology of illustrated short stories, *Tales* claims to be 'anime fiction': science fiction and fantasy scenarios based in the invented worlds of anime series like *Appleseed*, *Ranma* and *Bubblegum Crisis*. Barring the odd lapse into over-descriptive prose, it's a quality production that's worth your attention. And, it boasts a piece by the ubiquitous Josh 'Oni' Clark, whose own *Gai-Jin Press* is very industrious at present.

Ralph Chilton is after your opinions for his discussion zine *Anime Debater*. Following a recent well-publicised disagreement between Manga Video and *Anime UK's* Helen McCarthy, Ralph invites your thoughts with the opening question: 'Is Manga Video giving anime in the UK a bad name?' Write to him and he'll compile your responses for the next issue of *Debater*.

The topic of responsible marketing crops up again in *Animenation*, a new zine from Stephen Thomas. The preview copy boasts a special feature on Rumiko Takahashi, an interview with Venus Models and a short opinion piece on the unpredictable declarations of the British Board of Film Censors. Issue One should be out by now and it's worth a peek.

Do you publish a fanzine? Send us your ish, and if we like it then you might get a mention.

Animace – Cheques for £1.30, or £12 subscription, to Paul Cook, 5 Brookland, Tiptree, Colchester, Essex CO5 0BU.
Anime Debater – Ralph Chiltern, 4 Queen's Court, Bayview Road South, Aberdeen AB1 6YZ.
Animejin – 65 The High, Streatham High Road, London SW16 1EY. Cheques for £1 per issue made payable to Jonathan Weeks.
Animenation – Queries to Stephen Thomas, 48 Gwaunmiskin Road, Beddau, Pontypridd, Mid Glamorgan, South Wales CF38 2AU.
Animenia, Tinsel City – Gai-Jin Press, 2 Birkdale Drive, Immingham, Grimsby, South Humberside DN40 2LB. Cheques for £1.80, payable to Joshua Clarke.
Red Leopard (incorporating Otaku no Magjin) – queries etc. to 329 Finchampstead Road, Wokingham, Berkshire RG11 3JT.
Tales From The Cajun Sushi Bar – £2.50 UK, £4 Europe, £5/US$10 ROTW from Cajun Sushi Bar Productions, 21 Wadham House, 12 College Close, Edmonton, London N18 2XT. Cheques made payable to Cajun Sushi Bar.

Correction to earlier information:
Mangaffect – £1 from Bryony Lodge, College Road, East Halton, Grimsby, South Humberside DN40 3PJ. Cheques made payable to Andrew Salter. This is not to be confused with the rather naff *Gamesaffect*, whose address we mistakenly printed instead in issue 24.

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SUPER IN THE UK

Unfortunately, the sudden decision to sell a UK *SFII* and the delay of Mana until November means that neither game has received much promotion.

Ignore all previous announcements. In complete contradiction to its earlier statements, Nintendo has announced that it will be releasing an official PAL version of *Super Street Fighter II: The New Challengers* on 2 December.

It hasn't been the easiest of choices to make, but this latest decision by the company's UK operation will surprise their customers and retailers alike. Although a price hasn't been confirmed, the game's 32 megabit ROM – as large as *Donkey Kong Country* – means that it could cost anything from £55 to £70.

Initially refusing to handle the game at all, Nintendo UK later suggested that Capcom's famous beat-'em-up could appear on British shores at any time between February and May. Such a delay could have been disastrous, simply because of trends in popularity: the original coin-op is already looking pretty crumbly; a conversion of the follow-up *Super SFII 'X'* is due on the 3DO; and *MKII* has stolen much of the limelight in recent months. Even worse, Nintendo had already lost a little cred to Sega, who brought the Mega Drive *SSFII* to the UK just weeks after it appeared in Japan.

Super Play believes that the change of heart may be an attempt to cash in on the potential success of *Street Fighter – The Movie*, starring Jean-Claude Van Damme and Kylie Minogue, which opens this season. Nevertheless, it's a move we wholeheartedly support. *Super SFII* was reviewed in *Super Play* 23, getting a tremendous 96% for its sheer playability and deep gameplay. Unless you've already got *SFII Turbo*, it's a must-buy.

When the *Street Fighter II* anime feature opened at the cinemas in Japan this summer, it was promoted on prime time NTV television with an incredible computer-generated animation. The focus of the advertisement was a fully rendered simulacrum of the steel-shinned overlord himself, Vega (called M Bison in the West), caught here in the process of casting his evil bioluminescent eyes over a vulnerable globe. Despite the game's age, *SFII* was still popular enough to draw in big crowds at the Japanese box office. A video release is due in the next month or two, but it's uncertain if anybody will pick up the film for the West.

SNIPPETS

Mortal Kombat II

You thought, perhaps, that the Japanese were more liberal-minded when it came to censorship? Not in all cases. Super Famicom conversions of the massive *Mortal Kombat II* have been altered slightly prior to release, so that the game now contains green blood. Whilst the fatalities remain intact, those icky and somewhat unrealistic ketchup splashes have had a minor palette change. It doesn't affect the gameplay at all but it's as if Tony Hart was just off-screen, throwing buckets of paint to create a giant floor mural of a firework display.

***Mortal Kombat II?* It's Swarfega Fight, more like.**

Other *Mortal* news is that a film of the game is being planned, and Christopher 'Highlander' Lambert has already been lined up for a role.

16 to 32 bits?

With *DKC* promising a grand new future for the SNES, and much discussion of CD-ROM featuring 'system upgrades', the waters have been muddied even further by the mysterious inside news that a powerful 24- or 32-bit processor, costing just a quarter of the price of the Super FX chip, is to be incorporated in a range of forthcoming titles being developed for the SNES by many major software houses, including Nintendo. Rather than being an add-on or plug-thru, the chip's relatively low cost means that it will be fitted inside every game cartridge like a DSP or FX chip. With a 10MHz running speed, however, it will supposedly boost the capacities of the SNES to enable superior rotation, scaling and texture-mapped polygon-based 3D graphics far beyond the the performance of the FX chip. We'll be apple-bobbing those muddy waters for the sullied truth before next issue.

Nice action puzzler, yes... But how about a real Bubble Bobble game on the SNES?

I'm Forever Blowing Bobbles

Taito's classic arcade game, *Bubble Bobble*, seems to be getting a new lease of life in different forms. We're currently looking forward to *Puzzle Bobble*, an 8 meg cartridge, which will appear on the Super Famicom some time in the New Year. Meanwhile, our Man in Japan reports that a new Bubble game from Taito, called *Bubble Symphony*, has hit the Shinjuku arcades and is claiming more than its fair share of Yen. Let's hope both of these make their way over here.

Why is Santa wearing a green outfit? Oh well, we got a festive picture at last.

THE BIG CHRISTMAS QUIZ

Here, for your delectation and delight, is the massive Christmas Quiz. It's just for fun, and because we virtually guarantee that you won't get all the answers, we've printed them at the bottom of the page.

SECTION ONE: SNES GAMES

1. What's Blanka's real name?
2. In which game does Sabin appear in?
3. Which *Metroid* game appeared on the Game Boy?
4. Which series of games feature a Mayor?
5. Name a game with a motorcycle manufacturer's name in the title.

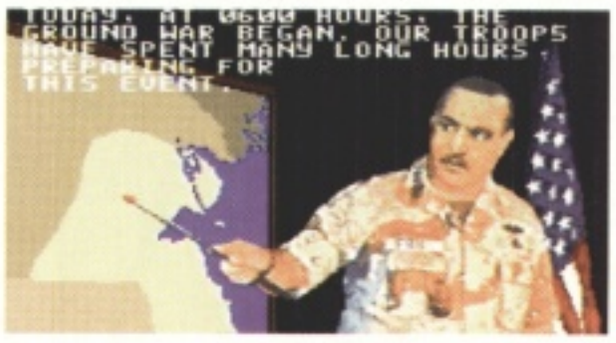
SECTION TWO: THE SNES

1. What does Famicom mean?
2. What NTSC stand for?
3. How many Hertz does a Jap or US SNES run at?
4. How many sprites can the SNES support on screen at one time?
5. How many graphical Modes are there in the SNES?

SECTION THREE: SUPER PLAY

1. Who was the original art editor?
2. When in each month does *Super Play* 'hit the streets'?
3. Which two ex Super Players work on *Edge* magazine?
4. Who is the tallest person ever to work on the magazine?
5. What anime film did *Super Play* sell cheaply in Superstore?

SECTION FOUR: COMPANIES



1. Who did *Super Battletank II?*
2. Who did *R-Type III?*
3. What exactly does Capcom stand for?
4. Who did *Actraiser 2?*
5. Who did *Last Action Hero?*

SECTION FIVE: FILMS

1. What was the name of Forrest Gump's shrimping company?
2. What was the name of the space freighter in *Alien?*
3. What's the CSM-101?
4. What was Indiana Jones' dad called?
5. What's John Travolta's character called in *Pulp Fiction?*

SECTION SIX: MUSIC

1. Who's the lead singer of The Cranberries?
2. Name the two members of Pink Floyd that have left.
3. What's the name of Transglobal Underground's new album?
4. Which famous songstress wrote a song on Madonna's latest album?
5. Who's the lead singer of Curve?

SECTION SEVEN: MORE GAME QUESTIONS

1. In which game did Capcom fail to find the Holy Grail?
2. Which game features a character called Shampoo?
3. Who released *SOS* in this country?
4. What score did *American Gladiators* get?
5. What was the first game ever reviewed in *Super Play?*

SECTION EIGHT: ANIME AND MANGA

1. Which series stars Amuro Ray?
2. Which series features the Lucifer Hawks?
3. Which planet is Lum (Urusei Yatsura) from?
4. Which series features Teeta the pet rescuer?
5. Who's the hero of *KO Century Beast Warriors?*

THE BIG CHRISTMAS QUIZ ANSWERS

SECTION ONE: SNES GAMES
1. Jimmy. 2. Final Fantasy III. 3. Metroid II. 4. Final Fight. 5. Kawasaki Caribbean Challenge.

SECTION TWO: THE SNES
1. Family Computer. 2. National Television Standards Council. 3. 60Hz. 4. 128. 5. Seven.

SECTION THREE: SUPER PLAY
1. Traci Rochester. 2. The first Thursday of the month. 3. Jason Brookes and Jez Bridgeman.
4. Jonathan Davies. 5. Akira.

SECTION FOUR: COMPANIES
1. Absolute. 2. Irem. 3. Capsule Computers. 4. Enix. 5. Sony Imagesoft.

SECTION FIVE: FILMS
1. Bubba-Gump. 2. Nostromo. 3. The Terminator. 4. Henry. 5. Vincent Vega

SECTION SIX: MUSIC
1. Dolores O'Riordan. 2. Roger Waters and Syd Barrett. 3. International Times. 4. Björk. 5. Toni Halliday.

SECTION SEVEN: MORE GAMES
1. Knights of the Round. 2. Ranma 1/2: Hard Battle. 3. Vic Tokai. 4. 16% 5. Super Mario Kart.

SECTION EIGHT: ANIME AND MANGA
1. Mobile Suit Gundam. 2. Silent Mobius. 3. Uru. 4. Plastic Little. 5. Wan Dabada.

ATTEEENNN-SHUN!

Listen 'ere you 'orrible little people. When I give you an order, you obey it. And I order you all to buy this month's TOTAL! Why? Because we'll be launching an all-out attack on the superb new Virgin game in our

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TIPPED!

EARTHWORM JIM
MICKEY MANIA
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With this month's TOTAL! you get a set of hilarious Mortal Kombat II postcard masks. Not bad!

TOTAL!

ISSUE 37 ON SALE TUESDAY 13th DECEMBER

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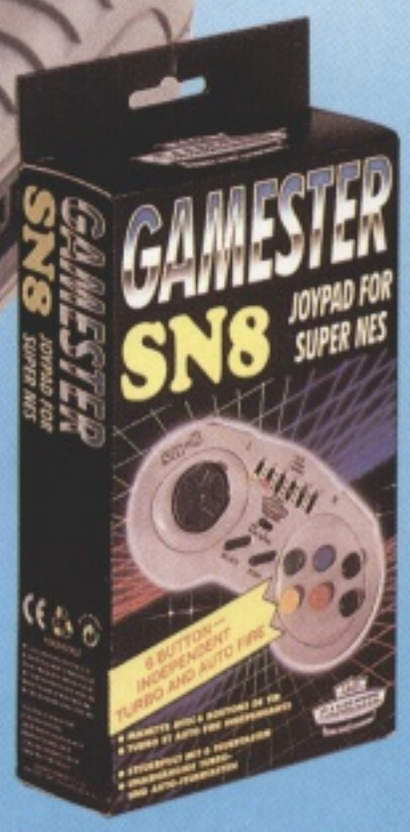

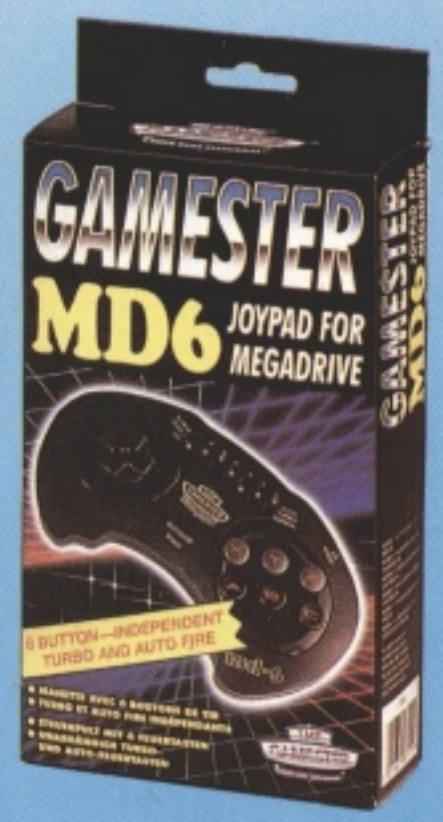

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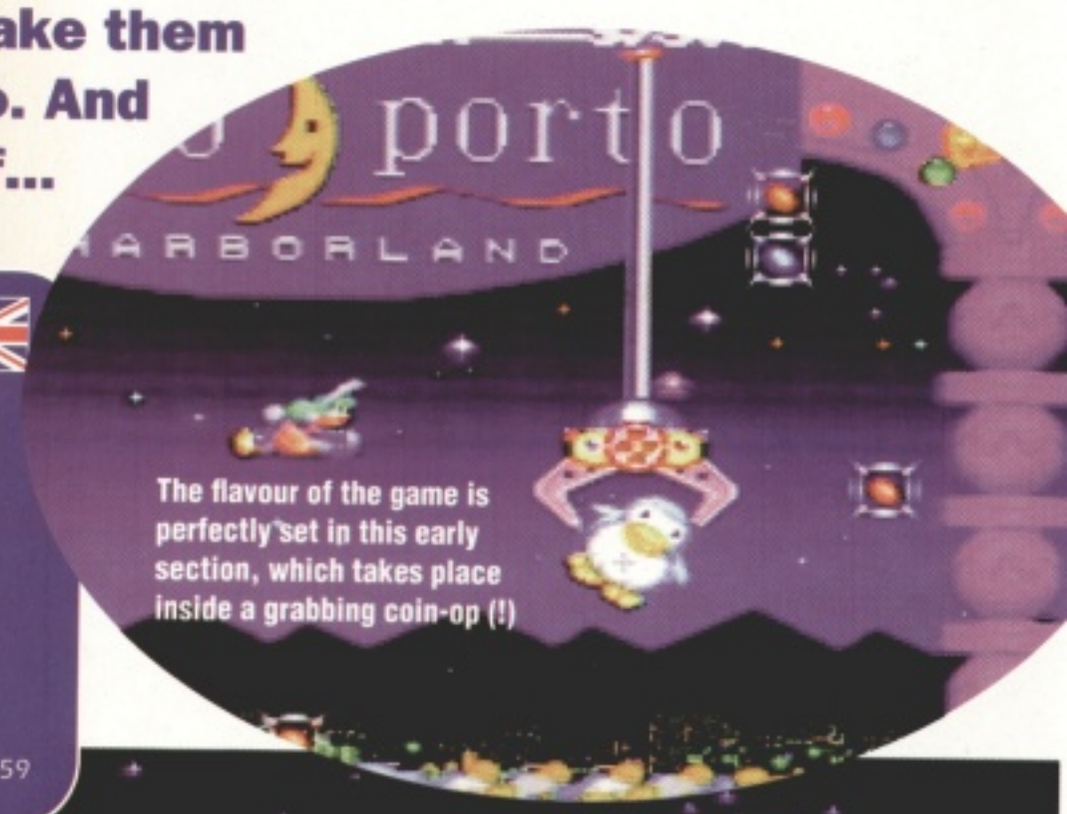
ULTIMATE

Yes, they *do* make them like they used to. And here's the proof...



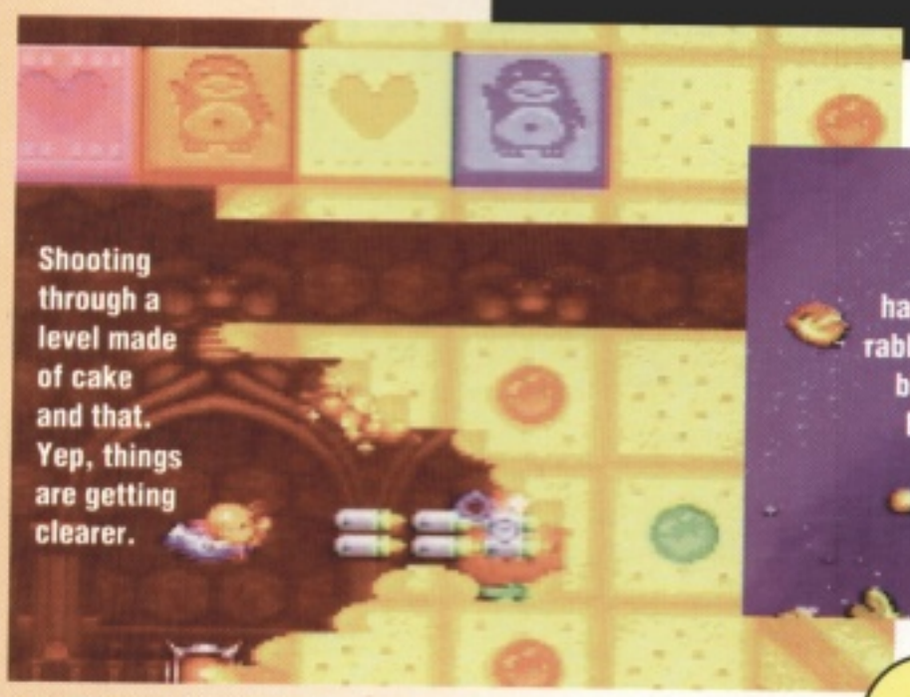
The flavour of the game is perfectly set in this early section, which takes place inside a grabbing coin-op (!)

UK Release

Game: Ultimate Parodius
Publisher: Konami
Developer: In-house
Price: TBA
Release: TBA
Players: 1 or 2
Cart ROM: 16 Mbit
Adaptor: PAL only
Game supplied by:
Dream Machines (0429) 869459

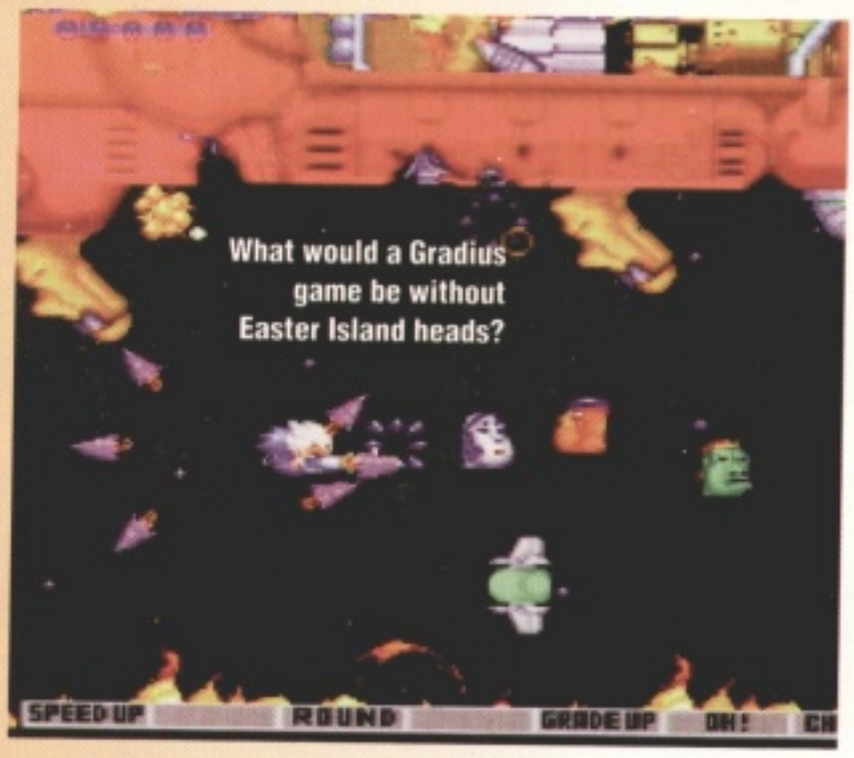
Upa caught up in an exchange of rattles and baby bottles. *Ye-eee-es.*

Does this make any sense to anyone? At all?



Shooting through a level made of cake and that. Yep, things are getting clearer.

Making hammer-riding rabbits cry isn't big or clever. But it *is* fun.



SETTING THE TONE

In the same way which the original *Parodius* created its own unique atmosphere, the follow-up features a selection of cameo shots of the four main protagonists in action. Check out the piccy of Pentaro wielding a machine gun!

PARTAKERS OF PREPOSTEROUSNESS

Eleven characters are available. And here they are. All of them . Yes indeed.

Vic Viper: Everyone shoulld recognise the craft from the original *Gradius/Nemesis*.

Pentaro: Star of *Parodius*, and the bearer of the great translucent Bubble shield.

Twinbee: The third member of the original line up. Bless his little boxing gloves.

Takosuke: A gambling octopus sort of thing. How completely, utterly odd.

Michael: The angelic pig. Despite his porky pie disposition, he's not too bad really.

PARODIUS

The Jap-speaking megaphone bell power stays in. Yes!

Now this bit is trickier than Cladia Schiffer's bloke.

Cats would play this game.

Even cats wearing diving goggles.

It's a mer-thing with a galleon for a hat. What *is* going on?

Left: And what sort of behaviour is this? Eh?

Hikaru's options appear as rabbit heads. For some reason.

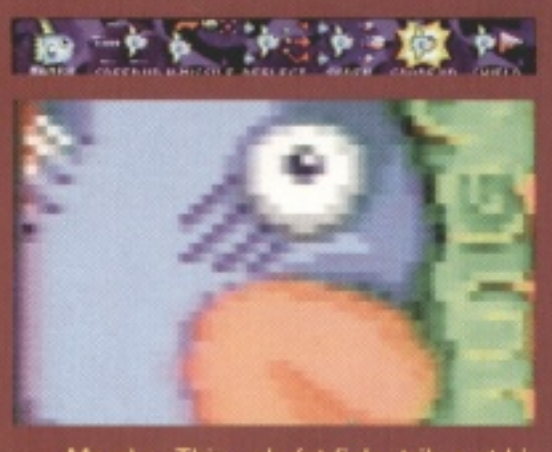
Did you know that this boss is based on the Japanese ship Yamato? I didn't.

Konami have finally realised the opportunity in games for pandas in tutus.

Koitsu. This guy flies a paper aeroplane, sometimes even with a companion. Odd.

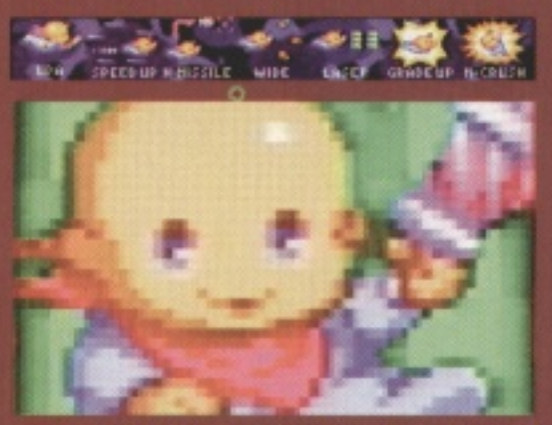
Goemon: It was obvious that Goey would cross over into another game eventually.

Dracula: This wiggy bloke only appeared on the Game Boy before. Nice sideburns.



Mambo: This ugly fat fish strikes at his opponents with ill-fitting, loud surfwear.

Hikaru: The lovely young lady who takes centre stage on this month's fab cover.



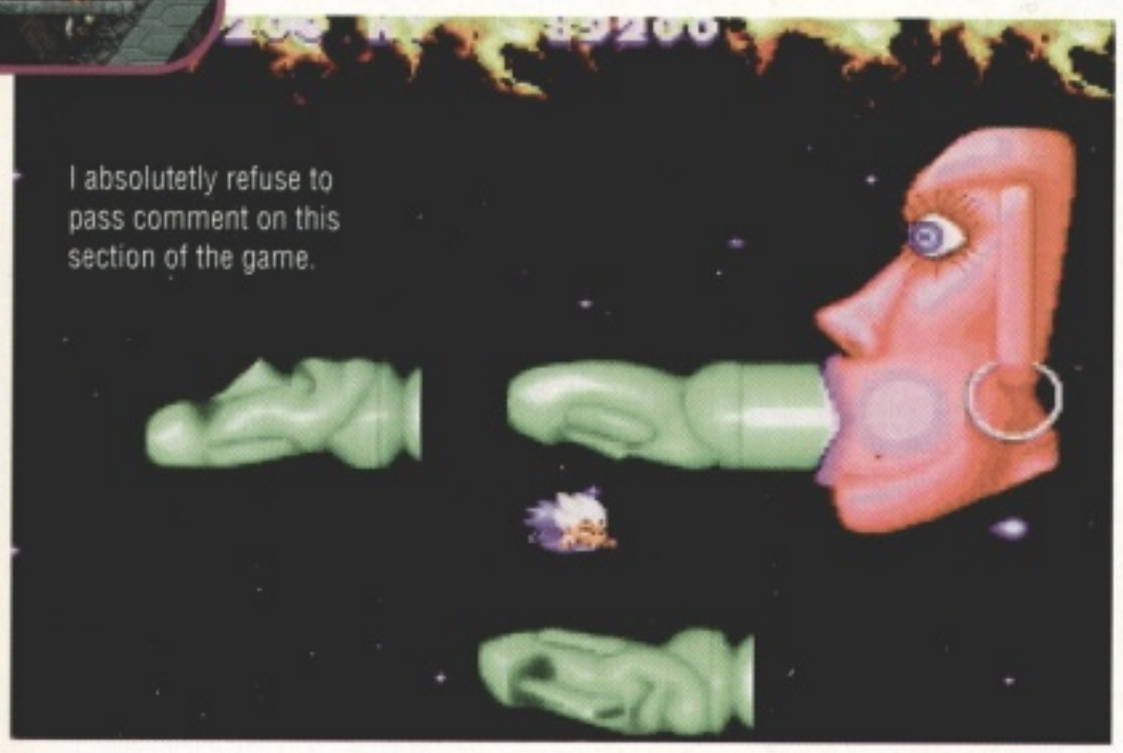
Upa: Would you send a baby into space? It's madder than a chalet in Skegness.

Power-Up Central! This weird thing isn't, in fact, a nasty at all – instead he gives out loads of power-ups. *Loads.*

THE COMPETITION

The competition, then. Well, there really isn't much at all, excepting Irem's *R-Type III*. Reviewed back in issue 16, it was awarded a rather conservative – considering its slickness, new ideas and raw playability – 83%. It's one of the very best shoot-'em-ups around and since our review it's been released officially via Kiss. It may take some hunting down, however, but any true shoot-'em-up fan is advised to make the effort.

Eek! It's a spaceship driveby, Ultimate Parodius-style.



I absolutetly refuse to pass comment on this section of the game.

GOOD, BAD OR UGLY?

Hooray for that now-sadly neglected form of video game, the good old shoot-'em-up. In this particular case, however, we're not talking about a good old shoot-'em-up. No, what we have here is one of the most imaginatively created games I've ever seen. The basic format and gameplay is very *Gradius*, but its range of impossibly-weird-but-very-*Parodius* ideas distinguish it enough to place it into a niche all of its own.

It's very similar to other instalments in the series, with the main exception being the grand number of selectable characters. No longer are you restricted to just Vic and crew, and it really adds another level to the game, giving much to experiment with. In fact, tweakable stuff in general has been altered, and the front-end now offers what it calls regeneration. Choose this and instead of being whisked back to a restart point upon dying, your ship is immediately replaced on the spot (with a welcome touch of temporary invulnerabilty). So those seemingly impassible, typical tight-spots don't need to be that way any longer. Of course, in true *Gradius* tradition you're still stripped completely naked of power-ups, thus making it potentially as hazardous an approach anyway. It's there as an option, though, and it's one of many Good Things.

It also bears some of the unfortunate trademarks of the series, however. The action occasionally gets too ambitious and you can almost feel the SNES straining as slowdown kicks in, accompanied by a dose of mildly divertive flicker. More important than that is (and stop me if you knew this was coming) the game's default difficulty setting, which – like *Parodius'* – makes the going a touch too easy, especially bearing in mind the irresistible infinite continues.

And it's perhaps not the groundbreaker that may have been expected from Konami. The restrictions of the *Gradius-style* format *can* be worked around, as proved in *R-Type III*, which uses reverse-scrolling, plenty of Mode 7 and all manner of effects to prevent any boredom setting in, and that's why it's such a favourite of mine. The 'special' bits in *Ultimate Parodius* come mainly in the form of visually intense backdrops, and bosses which fry your brain with their oddness.

But I don't think I'll ever tire of seeing games like *Ultimate Parodius*. While every software publisher is looking for new directions to push software in, this proves that examples from overworked genres *can* be worth doing. Of course, they need to be crafted with the care, imagination and attention to detail which this game has; and that's something, I'm afraid, which will be beyond the ability of many programmers.

A recommended purchase, then? It depends. If you already have *Parodius* this will be pretty familar fodder; it doesn't change to the degree which even the similarish *Goemons 1* and *2* did, for example. But bear in mind that it's the only all-out shoot-'em-up we're likely to see for a while and, treated as such, it's more welcome than a phone call from Littlewoods Pools.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
92%	86%	90%
GAMELIFE	OVERALL SCORE:	85%
75%		

VERDICT: It doesn't push the genre as far as we'd have liked (and even expected), but it's been put together with such flair and skill that it's impossible not to like it loads. Like the former game, though, it won't last forever.

DÉJÀ VU

Familiarity need not breed contempt – in *Ultra Parodius'* case, it's pure amusement. You see, throughout the entire game there are numerous tributary gestures paid towards other games in the series along with a selection of in-jokes. Play the game and see if you can spot them all.

HIS PREY BETTER START PRAYING.

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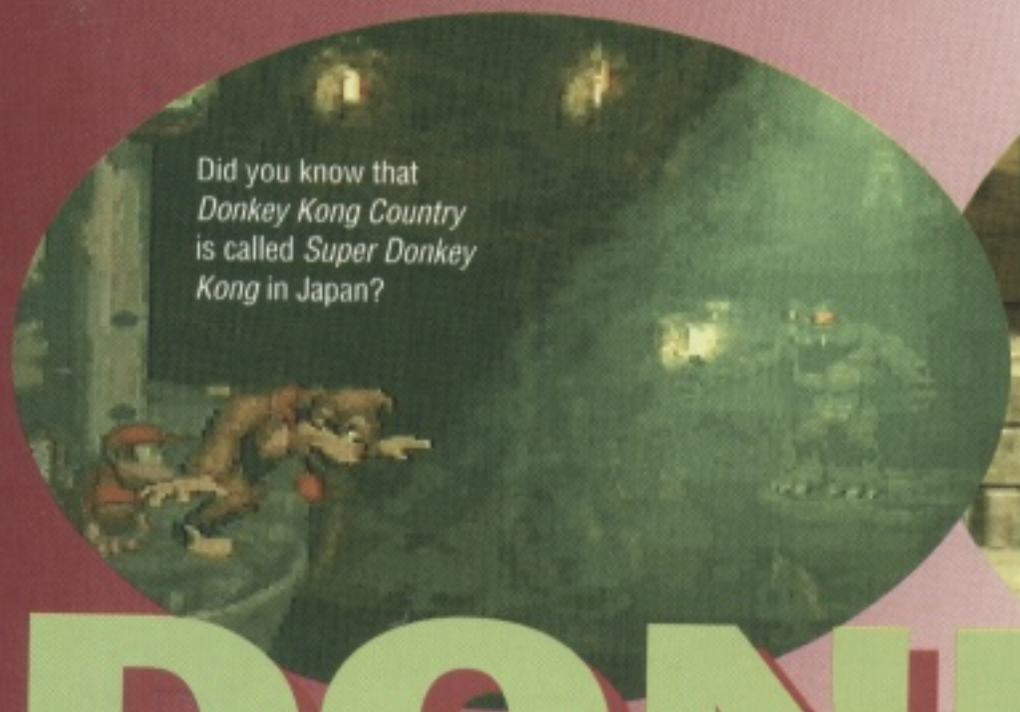
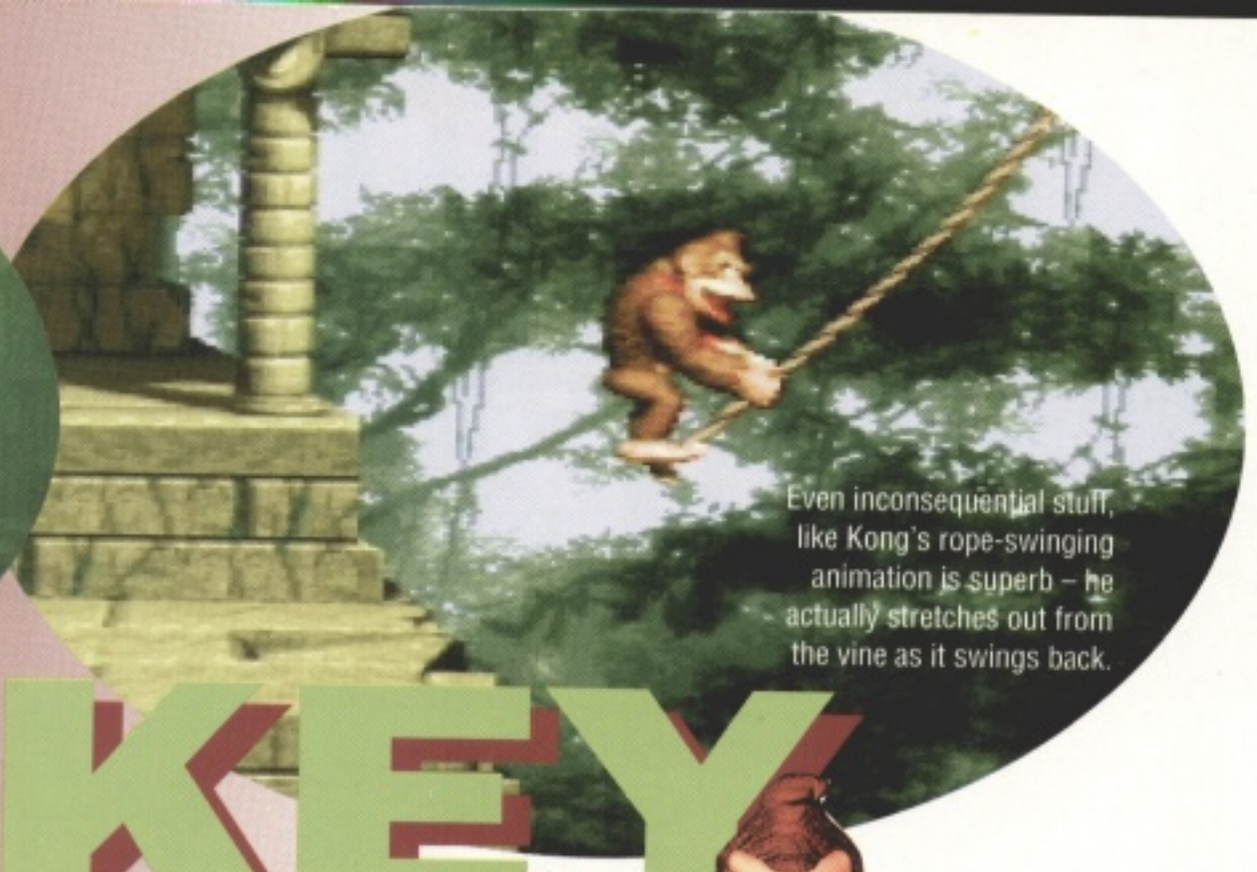

Did you know that *Donkey Kong Country* is called *Super Donkey Kong* in Japan?


Even inconsequential stuff, like Kong's rope-swinging animation is superb – he actually stretches out from the vine as it swings back.

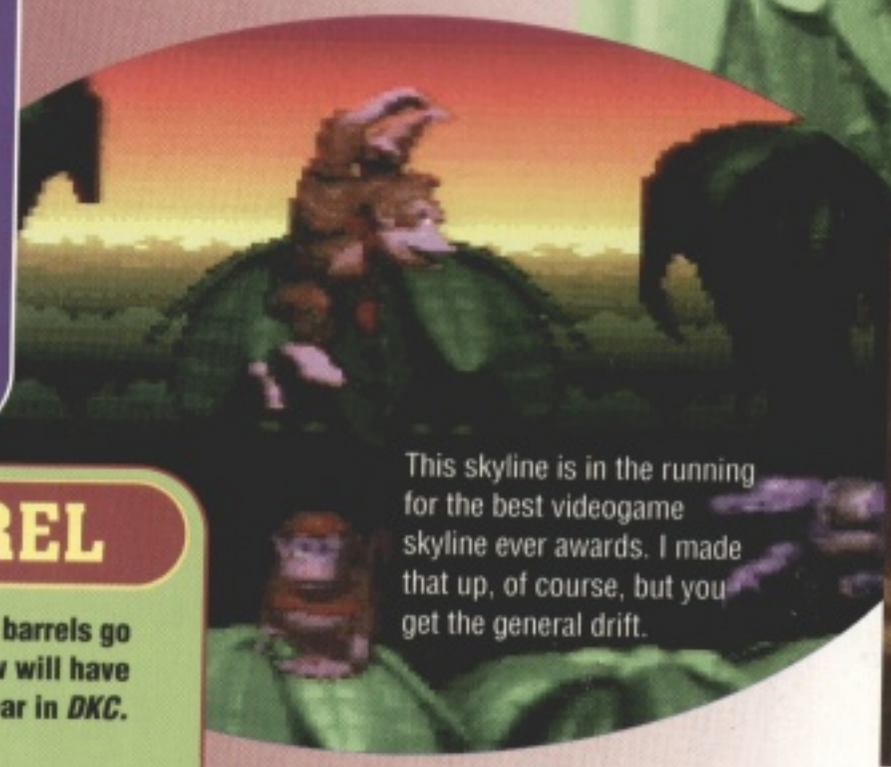
DONKEY KONG COUNTRY

After more trumpeting than you'd get following an 18 hour curry-eating marathon, the heralded 'saviour of the 16-bit era' is finally here...

This ghetto-blaster makes Kong cool. Presumably.

UK Release

Game: Donkey Kong Country
Publisher: Nintendo
Developer: Rareware
Price: £59.99 (incl limited edition CD)
Release: December
Players: 1 or 2 alternatively
Cart ROM: 32 Mbit
Adaptor: PAL only


This skyline is in the running for the best videogame skyline ever awards. I made that up, of course, but you get the general drift.

Hit these barrels to activate/deactivate the nasties. I don't know why, but it works okay?

OVER A BARREL

You'll already know that *Donkey Kong* and barrels go together like bananas and custard, but few will have suspected how much importance they'd bear in *DKC*.

You'll see these all over the place, with good reason – your partner is inside.

These aren't nearly as common. They act as restart points. Ignore the stars.

And 'ere's yer bog standard barrel guv, suitable for knocking over nasties' heads.

You can't quite see what's happening here, but this is a cannon barrel. Yes it is.

JOHNNY MORRIS

Throughout the game, Kong teams up with like-minded animal chums, each offering assistance in a very different, but always vitally useful fashion.

RAMBI THE RHINO

Hop astride this hard-hided horny beast to steamroller anything in your path. He can also smash open secret entrances to bonus areas.

ENGUARDE THE SWORDFISH

The only self intelligent animal in the game in as much as he'll attack enemies who come close by without any prompting from the player.

EXPRESSO THE OSTRICH

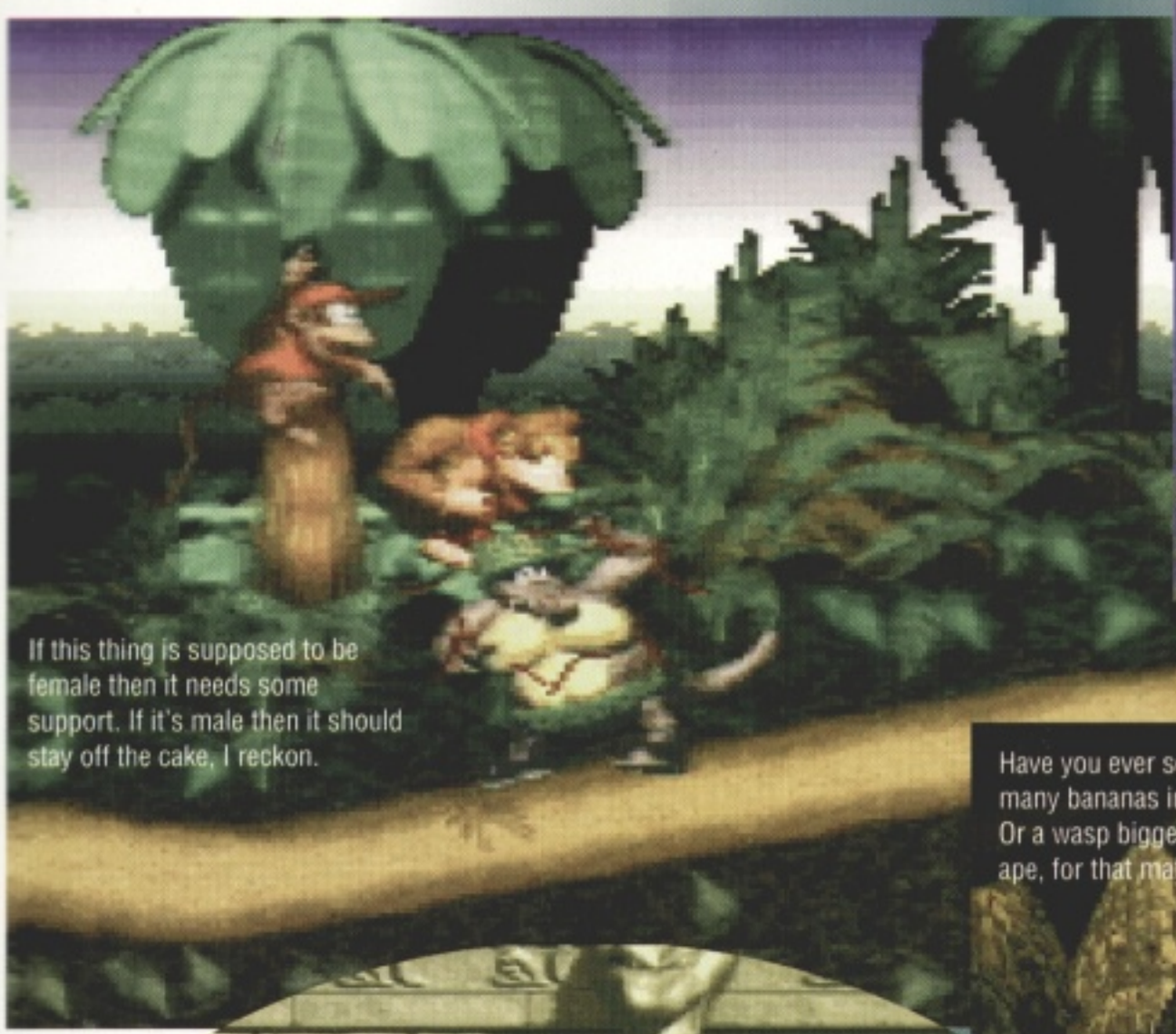
Expresso can't fly (obviously) and although he can't jump on enemies because of his spindly legs, his ability to run and leap like the wind are unmatched.

WINKY THE FROG

However well suited to bouncing on enemies from a great height, there's no getting away from Winky's slimy disposition. He slips all over the place.

Shall I tell you about Squawky the parrot? He carries a lamp that shines a cone of light ahead of you in one of the game's cleverer sections. But our grabs have corrupted, so here's Rambi again.

Subtlety is a dying trait you know, as this cunning banana formation proves.



If this thing is supposed to be female then it needs some support. If it's male then it should stay off the cake, I reckon.

Beat your chest Kong, like an angry tie-wearer.

Have you ever seen so many bananas in one place? Or a wasp bigger than an ape, for that matter?

These Aztec-ish bits are highly reminiscent of levels in *Pitfall: The Mayan Adventure*.

These contain pints of 'pop' and make you go wobbly. Or you can roll on them.

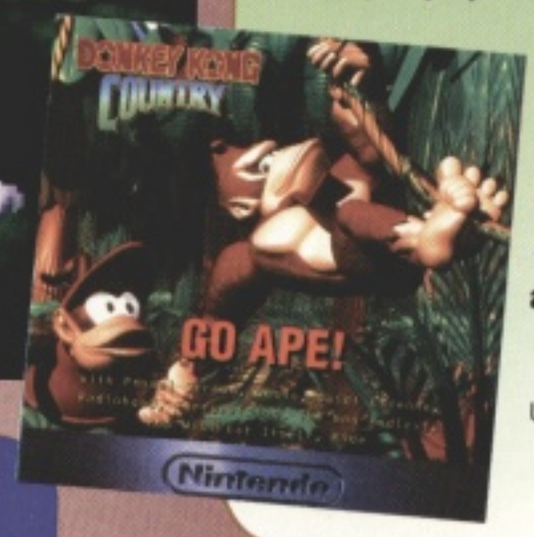
The scene underneath Donkey Kong's hut is not a pretty one, but it's no use staring: those bananas have gone, left, vanished, disappeared, vamoosed. This is obviously something of a low point in the life of a simple primate.

Above: Squawks the Parrot holds a torch for Kong, bless his feathers.

Right: Orangutans turn the tables on the Kong boys by rolling barrels at them. The swines.

GO APE!

It's hard to consider this a 'free gift' when you've handed over sixty notes, but Nintendo is promoting initial sales of *DKC* with a CD sweetener of music by Primal Scream, Oasis, PWEI, The Boo Radleys, St Etienne, Terrorvision, Radiohead and Ride. It's very well done, especially when you consider how it might have turned out (you know Nintendo – we could have got M-People and Roxette). I can't see that anybody's purchasing decision will be swayed by the addition of this freebie, though: a compilation of album tracks rather than original recordings, there's no new material for fans and little rarity value. It's simply a tidy toe–tapping taste of indie-pop, and that's no bad thing.



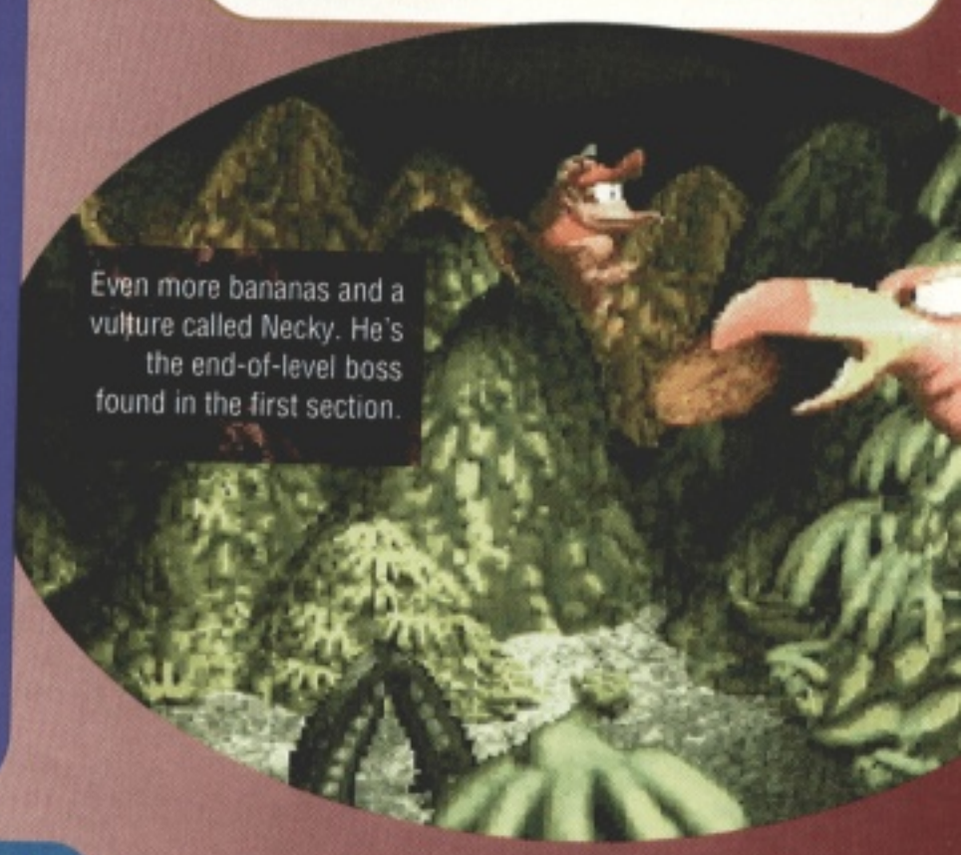
Coincidentally, Zy was at university with the *NME's* Johnny Cigarettes. They didn't like each other very much.

ZY SAYS...

'Nice graphics', as Shigeru Miyamoto said of *DKC* rather ambiguously. There are mixed feelings on my part too, I must admit. You're probably aware that many other games magazines and programmes have already scored *DKC* in the high nineties, calling it the greatest thing ever. We can't help feeling they've fallen for the hype, and know for certain that some of them can't have played it for very long. Here on *Splay* we tend to be very sceptical of such things, and in *DKC's* case I think we've been proved right. Like us, you'll gasp at the best bits: but you'll also groan with disappointment at things like the dull, dull, dull bonus levels.

Whilst it provides most of the things you expect from a good platformer – a fast pace, hidden areas, big levels – you're constantly reminded that more effort has gone into the appearance than the level design. Worse, *DKC* treads a lot of old ground without any sign of creative improvement or new ideas. Speedy mine-cart sections? Slippy-slidey ice-worlds?

Donkey Kong is a good game, no doubt about it: its lush graphics and tough challenge will keep many players happy throughout the festive season. But it isn't the best game you'll ever play, it's certainly not the best game on the SNES, and you'll be mightily disappointed if you were hoping for *Mario V.* Expect, instead, another reasonable platformer with breathtaking graphics and you'll have a Merry Christmas.



Even more bananas and a vulture called Necky. He's the end-of-level boss found in the first section.

GOOD, BAD OR UGLY?

The effect of an pre-publicity campaign the like of which *Donkey Kong Country* has enjoyed is not to be sniffed at. Ever since the game made its debut at the CES, along with the now notorious Howard Lincoln speech, it's picked up an almost mythical reputation. So now it's here we can answer the question: is it, as has been repeatedly claimed, the best game ever?

No. It's not even the best platform game ever – that award is still shared between *Super Mario World* and *Super Mario Brothers 3*. Ironically, it can't be the greatest platform game ever partly because of those Silicon Graphics-rendered visuals. Bear with me.

The beauty of *Mario's* finest titles is their marriage of playability, simplicity and design. *Donkey Kong Country* can't compete in these areas because everything is on a larger scale. Meaning that you don't get as much game environment on-screen at any particular moment, and individual platforms are jumbo sized. In making everything beautiful, the game's complexity has been restricted. The pixel-perfect manoeuvres asked of you in *SMW*, for example, won't be called for here – they can't be because the actual platforms and objects themselves are less clearly defined. It's more akin to something like *The Jungle Book* or *Pitfall: The Mayan Adventure* in this respect – gameplay occasionally feels fluffy, and not as precise as *Super Mario World*. It's something which I had to learn, after considerable play, to become quite content with.

Unlike the game's other nuances (which I'm still not at all content with) there are, in the early levels, too many leaps of faith, made necessary because of the scrolling which doesn't always reveal player-relevant parts of the game in a just-what- exactly-is-lying-in-wait-for-me-in-that-section-below-which-I-can't-quite-see? kind of way.

Put simply, this isn't the sort of game to come out of one of Nintendo's R&D teams in Japan. Look with a magnifying glass and you'll see the hallmarks of British game design. Even the game's supposedly original sections, such as the 'stop-go' cave levels are based on ideas which were first seen in platform games years ago.

Good things? It's a pleasantly difficult challenge. The soundtrack swings from fine (the upbeat track in the plane section) to listenable in its own right (the perfectly calming tones during underwater levels). And the graphics are even better than they look here. In fact, the game will sell more off the back of the way its looks than anything else – in exactly the same way *Starfox* did.

I realise I've sounded negative throughout this review, but when you're handed the 'best thing ever' on a velvet cushion it's subject to more scrutiny than would normally be necessary. It's simple: some games live up to their hype, some don't. *Donkey Kong Country* doesn't. Quite.

● Tony Mott

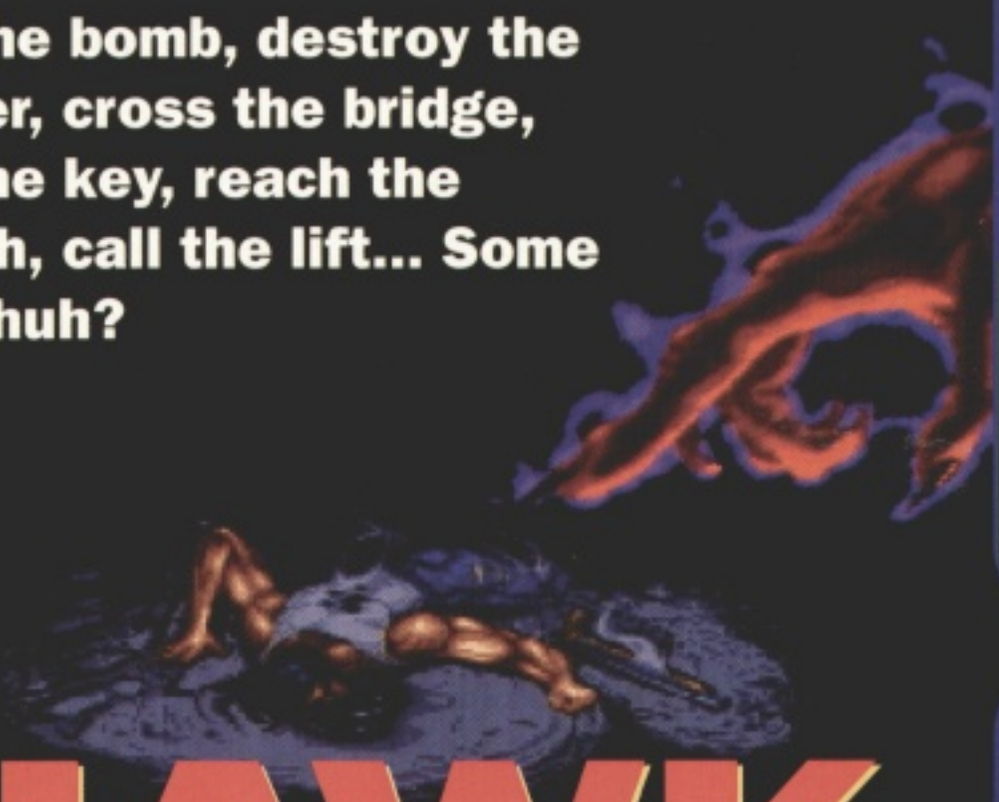
GRAPHICS	SOUND	GAMEPLAY
96%	89%	87%
GAMELIFE	OVERALL SCORE:	90%
90%		

VERDICT: A fine game in its own right, and everyone who buys it will be pleased with it. But not as pleased as they might well have expected.

UK Release

Game: Blackhawk
Publisher: Interplay
Developer: Blizzard
Price: £44.99
Release: December
Players: 1
Cart ROM: 8 Mbit

Get the bomb, destroy the barrier, cross the bridge, get the key, reach the switch, call the lift... Some plot, huh?



BLACKHAWK

For some reason there are these Orcs with sub-machine guns. It's never explained, which is only proper in the circumstances.

Classic 'leap and catch a ledge with your pinkie' stuff.

'I made that jump!' you'll curse as slimy tendrils tuck in.

BACKFLASH

Wooo! I started playing *Blackhawk* and something clicked in my head and everything started to wobble from side to side, accompanied by the gentle music of harpstrings, and I was having a flashback to something similar...

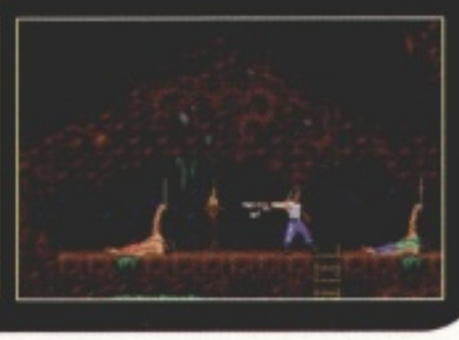
YOU'RE A CAD, SIR

The prisoners here are your fellow Androthi countrymen, enslaved by Sarlac.

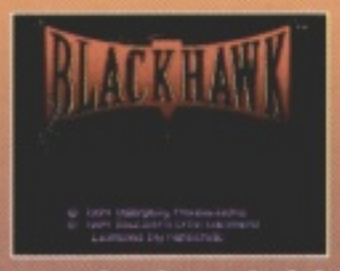
They believe you are a Messiah, returned to save them, and will offer items and advice freely.

After which, most un-Ninty-like, you are free to shoot them dead.

Thanks to the smart rotoscoping, you can even shoot them behind your back without looking.Evil.



GOOD, BAD OR UGLY?



Nobody would buy Happy Shopper teabags if they could pick up Choicest Blend or Tetley for the same price or less. This will make perfect sense by the end of the review.

No point thrashing about the privet. *Blackhawk* is a blatant copy of *Flashback*, 1993's rotoscoped platformer from Delphine. Granted, *Flashback* itself owed more than a little of its gameplay to *Prince Of Persia*, but when you see *Blackhawk's* security cannons set off by floor switches or the bridge posts operated by electronic keys you'll realise how close it is. Closer than *Fighter's History* to *Street Fighter II*. Closer than two close friends closed in a closet in close weather. Close enough for somebody in France to consider legal action, I'd wager.

If its inspirations are unfamiliar then let me explain. The hairy hero who goes by the name of *Blackhawk* has been realistically animated in all of his walking, running, jumping, climbing and hanging-onto-ledges endeavours. When trouble looms he can unholster a shotgun, roll under enemy crossfire and take cover in the shadows. It's essentially a platform game but, forsaking scrolling, the game presents one screen at a time and flicks to the next when you leave by a designated exit. Each level is a self-contained puzzle to find the necessary keys, switches and high explosives and use them in an order which will let you reach other keys, switches, high explosives – and eventually the next level.

I got a great deal of amusement out of *Blackhawk*, and there's a chamber in my heart for any game with a decent pump-action shotgun. The problem is that whilst it imitates some classic fare, it does so with less style, poorer graphics, minimal sound, clichéd inter-level story sequences, repetitive puzzles, little variation and just the one level of difficulty. It's a fine slice of fun in itself; though it's just a little bit sad that the programmers (Blizzard, who also gave us the tragic *Death And Return Of Superman*) must have played *Flashback*, said to themselves: 'we could do this!' and promptly did so, in a completely inferior fashion. Why accept imitations, when you can have the real thing?

● Zy Nicholson

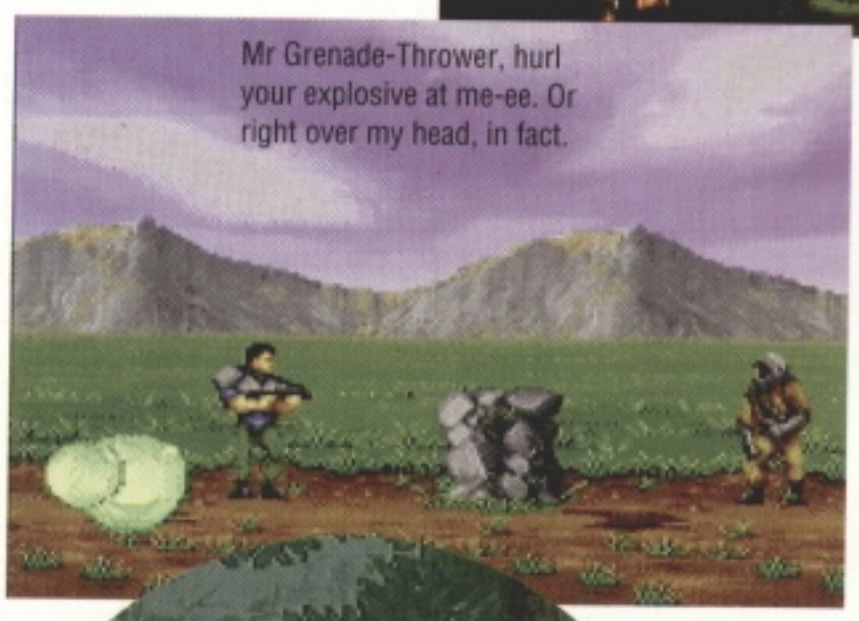
GRAPHICS	SOUND	GAMEPLAY
79%	45%	80%
GAMELIFE	OVERALL SCORE:	76%
52%		

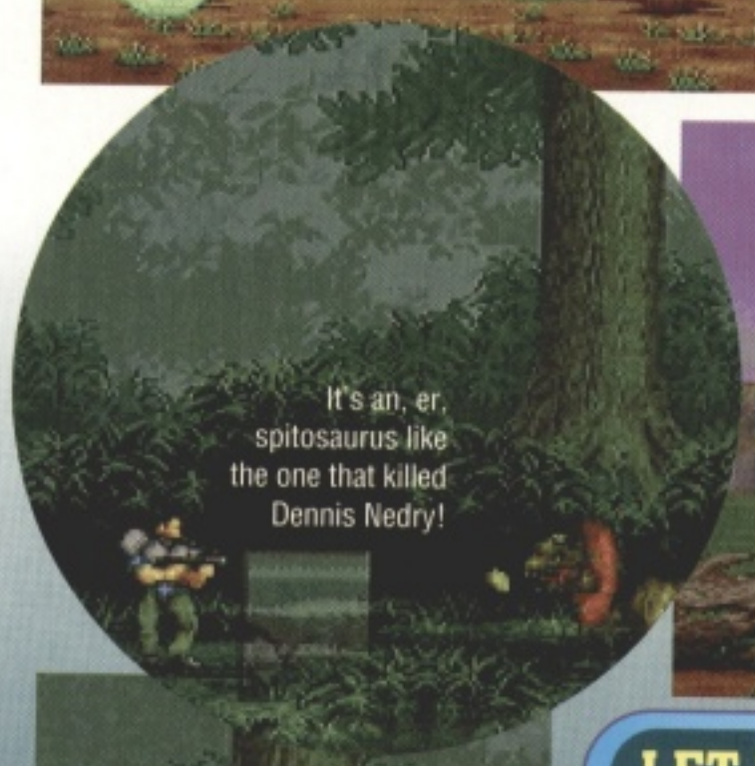
VERDICT: Two words *'Flashback'* and 'clone'. Demanding gun-toting fun while it lasts, except that it doesn't. Cup of tea, sir?

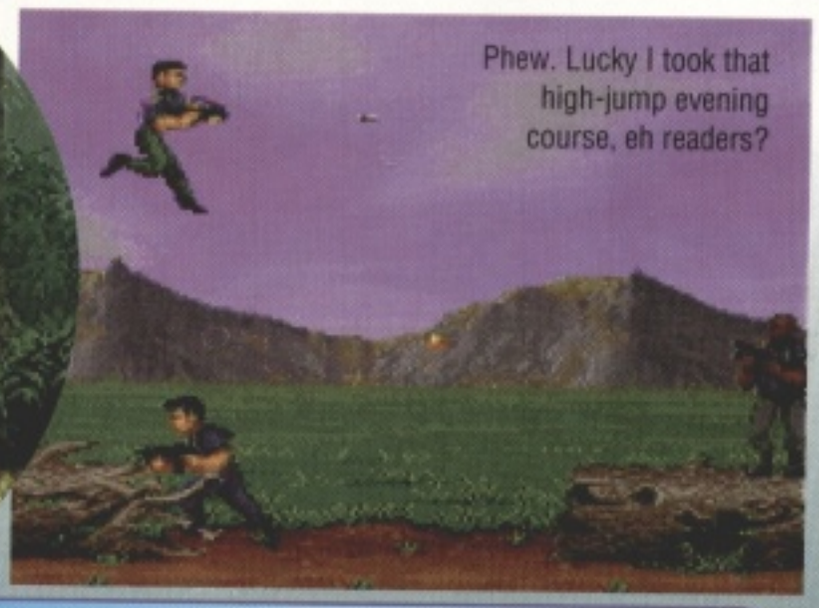
JURASSIC PARK

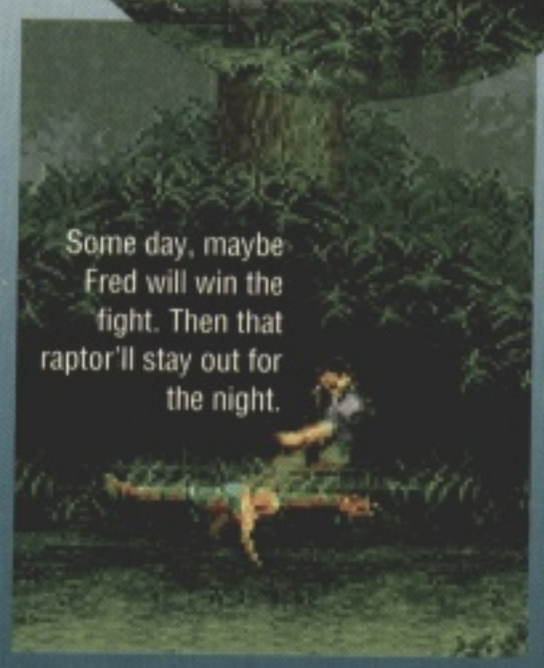
THE CHAOS CONTINUES

There isn't a *Jurassic Park II* film. But if there was, it might be something rather like this...









UK Release

Game: Jurassic Park II: The Chaos Continues
Publisher: Sony
Developer: Ocean
Price: £44.99
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

LET ME INTRODUCE MYSELF

Jurassic Park II has got a storming intro sequence. Some geezers are chatting about how everything's gone a bit pear-shaped down on the island, and that they've got to send in some military fellows to sort it out. It's almost anime-like in it's presentation, and both the graphics and sound are superb. It goes to show that Ocean still have an assuredness with their programming that gets into their big releases. Writing a game sequel is tough enough, but basing it on a non-existent film sequel, and getting the plot across neatly is quite a task. With this intro (and the game itself, of course) they've pulled it off marvellously.

GOOD, BAD OR UGLY?

Wasn't *Jurassic Park* a great film? Apart from Richard Attenborough's stupid 'Scottish' accent, of course. And wasn't *Jurassic Park* a great game as well? Apart from it being quite difficult, of course.

There's no cinematographic *JPII* experience, as you probably know, but it hasn't stopped Ocean from 'continuing the chaos' with this offering. It bears a fair resemblance to the first game. Well, the atmosphere is instantly recognisable if you've struggled with the original.

There are six big levels, and each one is a mission. You can play these in any order, but, as you'd expect, they get harder as you try later ones.

But when you plug in the cart you'll be initially disappointed. *JPII* looks like a boring platform game. There seems to be running, ducking, swinging and dodging. And loads and loads of shooting. Your gun has several modes, and by hitting the shoulder buttons you can swap between laser bolts, normal bullets, rocket-pod things and other blasting projectiles.

Dinosaurs run at you, as do other blokes (the park is being controlled by some bad guys who are perverting the course of natural genetic mutation for their own aims), and pterodons hover and swoop overhead. You character fires at all these in a very nicely animated way, but it isn't massively fascinating until you get further into the game.

Then you're faced with all sorts of problems as you try to maintain the integrity of the park whilst battling the bad-guys and fending off the attentions of raptors and suchlike. It's very tough and there's a lot of running around shooting to get through before the game really comes alive.

So give *Jurassic Park II* a look. If you liked the original, you'll like this. Eventually.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
79%	84%	82%
GAMELIFE	OVERALL SCORE:	
86%		83%

VERDICT: A brilliant intro leads you into a tough, varied game with a shade too much standard platforminess to make it a classic. But stay with it and not only will you be a better gamer, but you'll have a lot of fun.

WIN! WIN! WIN!

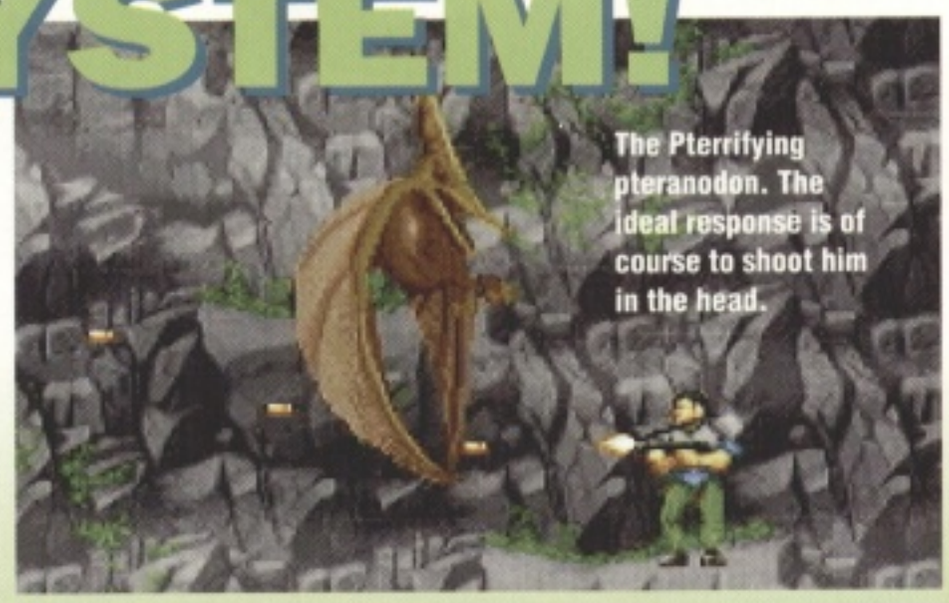
A TOTALLY MARVELLOUS SATELLITE SYSTEM!

Here's a little quiz. What do you do when it's winter and you're not playing on your SNES? Do you;

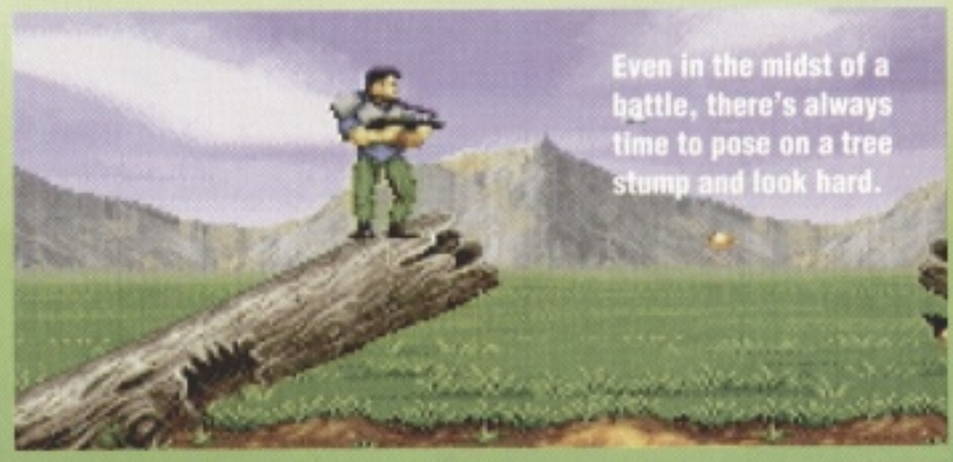
a) Watch telly, perfectly happy with only four channels.
b) Chuck stones at your neighbours' satellite dish, hoping to knock it out of alignment 'cos satellite TV is the Devil's work.
c) Wish you had a really decent satellite receiver with Surround Sound.

If you answered c), congratulations. You now stand a chance of winning your dream machine. Because, in a special Christmas, er, thing, *Super Play* has got together with Sony Electronic Publishing and Pace to bring you the MSS1000. And what is the MSS1000? Well, it's a Satellite Home Cinema System. In other words, a top-of-the-range receiver with loads of other neat functions. And you'll get it with the dish, a set of speakers (to enjoy the full Surround Sound effect) and a year's free subscription to the Sky Multi Channels package (which includes, sport, movies and cookery programmes). And as if that wasn't enough, you'll also get a copy of *Jurassic Park 2* for your SNES.

Because it's Christmas and everything, that's not the end of it. We'll also send five runners-up a copy of *Jurassic Park 2,* a limited-edition *JP2* bomber jacket, a *JP2* ski-hat and a tailored shirt.



The Pterrifying pteranodon. The ideal response is of course to shoot him in the head.



Even in the midst of a battle, there's always time to pose on a tree stump and look hard.

Triceratops. Actually triceratops lived in the Cretaceous period and not the Jurassic at all.

THIS IS WHAT YOU HAVE TO DO

To win the first prize of the Pace Satellite System, or to get one of the five sets of great things the runners-up will receive, simply answer these questions.

1. Who played the chaotician in the film *Jurassic Park?*
a) Richard Attenborough
b) Bruce Grobbelaar
c) Jeff Goldblum

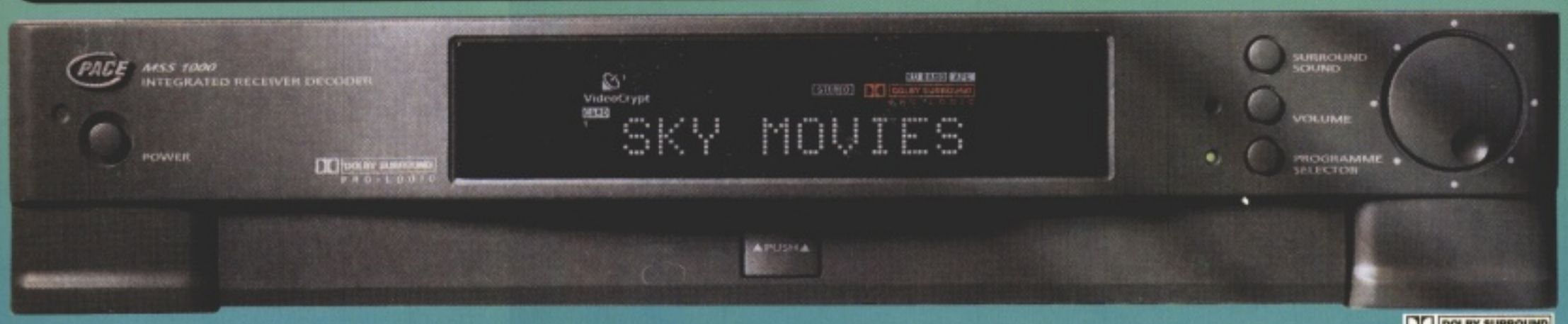
2. What was the name of the first Russian satellite?
a) Barry
b) Sputnik
c) The Fyodor Ivanovitch Leningradski III

3. Who wrote the original *Jurassic Park* book?
a) Michael Crichton
b) Pamela Anderson
c) Charles Darwin

Write down the answers on a postcard and send them to Satellite of Love Competition, *Super Play*, 30 Monmouth Street, Bath, Avon BA1 2DL. Your entries must be in by the 31 January 1995.

And here are the rules, briefly.

1. No one from Future Publishing, Sony or Pace can enter. Neither can people with frowns.
2. Be aware that if you win there'll be a dish mounted on the side of your house, so let your parents know (if you're under 18).
3. All the hardware is included, but the cost of installing the dish isn't. So you'll have to stump up for that. Sorry.
4. The free Sky Multi Channels subscription is only for a year.
5. The editor's decision is final. Forget about entering into correspondence or any of that nonsense.
6. If you've got a satellite dish already, well done. Can we come round and watch *The Simpsons* on Sunday?



DEMON'S BLAZON

Huge sprites, a perfect colour palette, an atmospheric soundtrack and finely-tuned gameplay: can this be a return to form for Capcom? *Well...*

Japanese Release

Game: Demon's Blazon
Publisher: Capcom
Developer: In-house
Price: £65 approx
Release: Out now
Players: 1
Cart ROM: 16Mbit
Adaptor: NTSC only

THE GAME UNFOLDS...

A sneak preview of *Blazon's* dramatic opening sequence...

To whom do those eyes belong?

Oh, I see, time to leave I think...

But the exit's blocked! Never mind...

Phew, escaped. But wait, what's happening? It's come back to life! Eat flame, vile dragon-type bloke!

GOOD, BAD OR UGLY?

As I expected, *Demon's Blazon* plays like a good game. In many respects its feel and quality remind me of the Capcom of old; the company responsible for proper arcade games – irrefutable classics such as *1942*, *Commando*, *Bionic Commandos* and, of course, the *Ghosts 'n' Goblins* series. In which the lead character of *Blazon*, Redareemer (aka *Firebrand* in the States), played a significant part, of course – being one of the nastier of nasties in the game.

Demon's Blazon is a platformy shoot-'em-up, its gameplay drawing more than slightly from the action sections of *Gargoyle's Quest* on the Game Boy. And although it doesn't have any top-viewed RPGish bits like *Gargoyle's Quest*, it does have a selection of creatures to meet, shops to visit and secret bits to explore making it much more than a mere platform game.

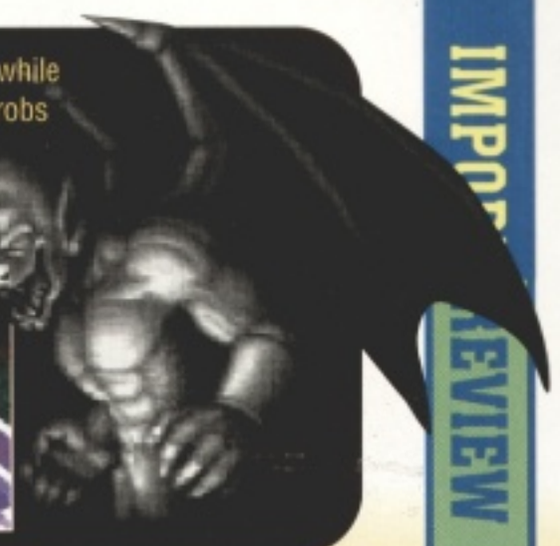
TAKING CONTROL

Being a top demon and everything, Redareemer has many abilities. Included among these are the power to drop a Glasgae Kiss on statues, doors and other unsuspecting background features; and, of course, his superb flying and clinging capabilities.

Right: Popping out windows in search of bonus items.

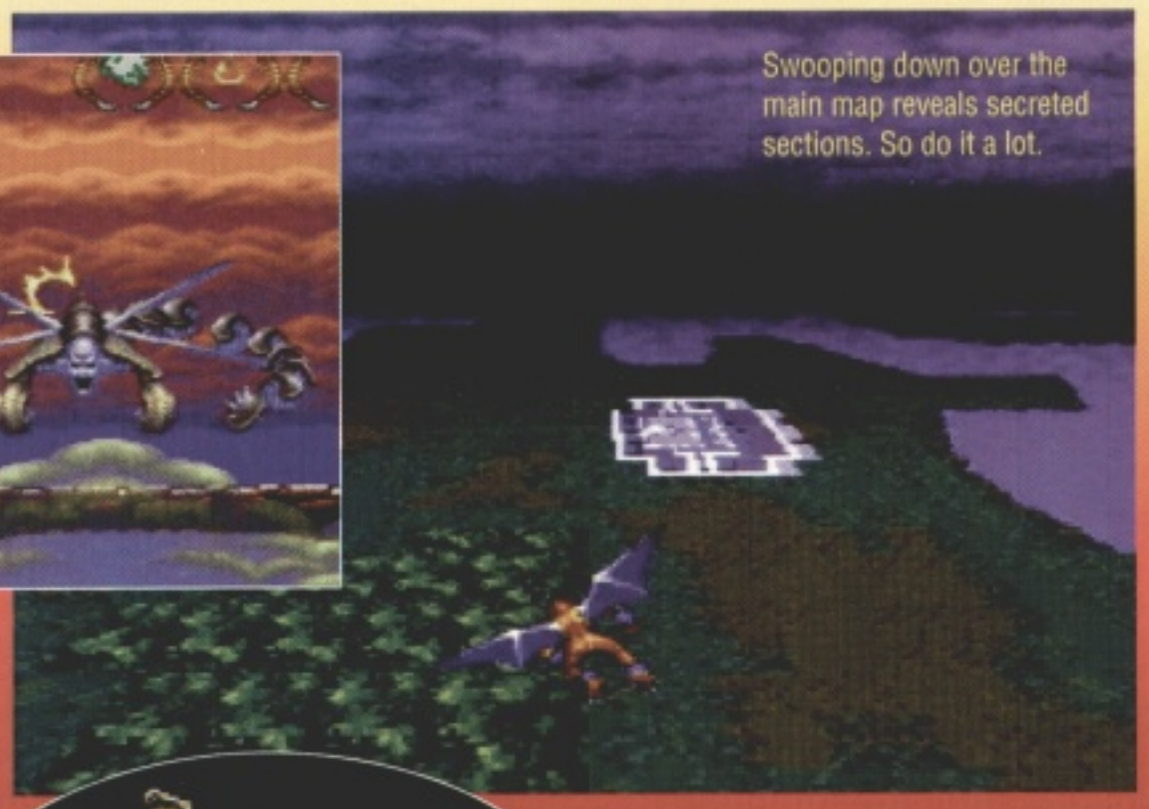
Left: Wouldn't a pair of wings like this be a hoot?

Right: 'Cover my botty chaps, I'm going in...'



Left: Shooting while clinging? No probs for Red.

It's often useful to transform before taking on bosses. See?



Swooping down over the main map reveals secreted sections. So do it a lot.

ANOTHER LAYER

Beneath *Demon's Blazon's* platform game exterior lies a further level of gameplay. Upon pulling up the menu screen, you're able to select the current weapon in use, your current form, spells, potions and talismans, all of which must be employed with care.

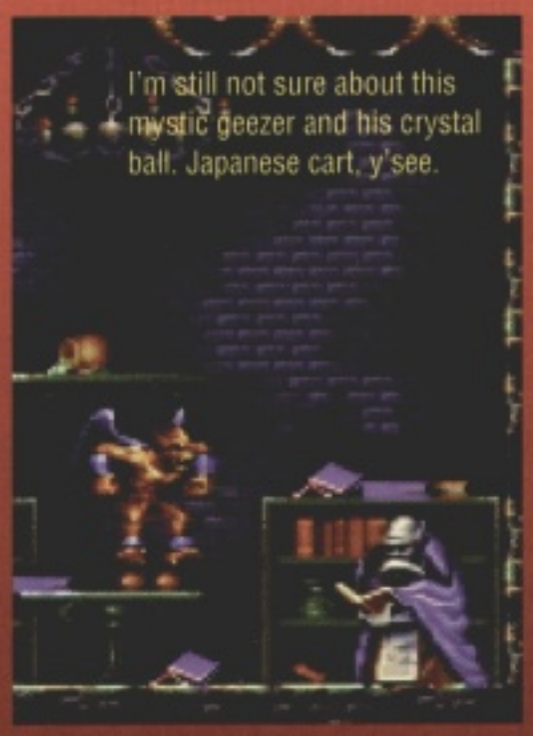
Here's where you select spells and stuff. Er, we're looking a bit lacking at the moment.

One such collectable item is this mini-whirlwind which works as a temporary platform.

JUST LIKE OLD TIMES

Redareemer isn't a new face to video games. He first appeared as a nasty in *Ghosts 'n' Goblins*, then later in *Ghouls 'n' Ghosts* and in the SNES' *Super* version (shown right).

His first appearance as a good guy was in the Game Boy title *Makaimura Gaiden* (aka *Gargoyle's Quest*)



I'm still not sure about this mystic geezer and his crystal ball. Japanese cart, y'see.

The crux of the matter – gameplay – is, however, faultable. For starters, the challenge is only provided in the most part by end-of-level guardians. Unlike, say, *Super Metroid*, which keeps you on your toes almost throughout the entire game, you only really need to switch into overdrive when dealing with the bosses in *Demon's Blazon*. It's partly down to the diminutive nature of each level – they're more slightly relaxed postures than sprawls. So (and I promise you that you can't even start to believe how fed up I am saying this), it won't take long to finish, and that equals lots of marks deducted.

But those graphics – *blimey*. Let's just say that at times they even match the quality of *FFIII's*. No, actually let's say more than that, and give some examples. The flying-around-the-map bit, for instance, is presented against the backdrop of a thunderous sky, with umpteen layers of parallaxed clouds, their movement swaying as you change direction, soaring over the Swarfega-smooth Mode 7 landscape below. And in the section where you fly to the top of a old tower by catching upward air currents, a perfect image of the moon gradually looms into view. When the game isn't doing something special in the foreground (which is rare), there's always something worthy of note in the background – soft swirling mists, forests in the distance and more and more and more.

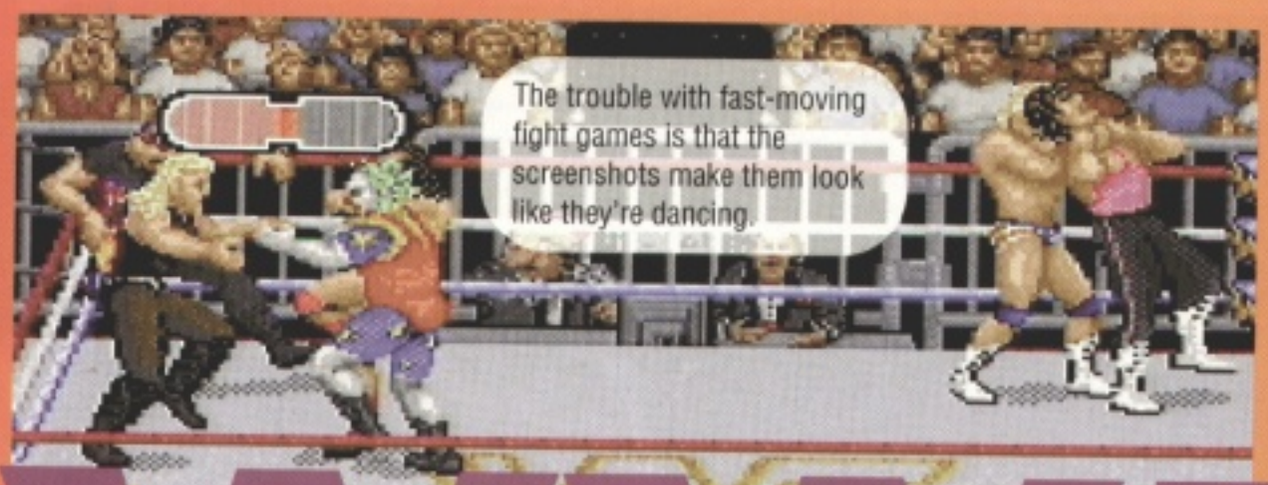
The music, too, knocks spots off other games which try desperately to summon up a foreboding atmosphere. Packed with authentic-sounding church organ, haunting horns and jiggling flutey effects, it's pretty similar in style to *Super Ghouls 'n' Ghosts* and it's almost *Castlevania*-ish in parts. The scores loop rather too quickly, however, and I'm sure they'll prove just too 'classical' sounding for some people to bear for very long. Their loss, I suppose.

Games like this, realised to their fullest (which this obviously isn't), represent the way forward for Capcom on the SNES. They should forget about converting their own scrolling beat-'em-up coin-ops and acquiring crappy RPG licenses, and concentrate instead on original titles. They still have the magic touch, and they've almost proved it in *Demon's Blazon*.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
94%	89%	91%
GAMELIFE	OVERALL SCORE:	
72%		80%

VERDICT: A very nearly wonderful game, with showstopping graphics and a great bulging sack full of neat touches. If only Capcom could address those difficulty defects...



WWF RAW

In the Wild West, wrestling was confined to cows and was illegal in most States. *(That's rustling, berk – Debs.)*

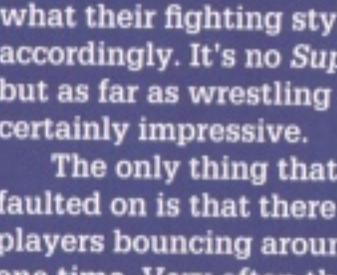
UK Release

Game: WWF Raw
Publisher: Acclaim
Developer: Sculptured Software
Price: £59.99
Release: January
Players: 1 to 4 simultaneously
Cart ROM: 24 Mbit
Adaptor: None

Oh dear. Did you fall over? Here, let me carry you to the sofa.

Right: Nice move once you master it.

GOOD, BAD OR UGLY?



Yes indeedy, fight-fans, it's more of the same from those cheeky little Acclaim folk. In fact, it actually is more of the same. Sure there are a few new faces, but generally we're talking about a slicker, more polished and generally improved wrestling game. Utilising 24 Mbits.

All your favourite moves are here; the great punches and kicks, the throws and trips and even the annoying clinchy bits. You can get out of the ring and wander around until you find *that* chair – you know the one – it satisfyingly bends over your foes skulls with a lovely clang.

The options have been extended, though. As well as a one-on-one match, you can tag, *Royal Rumble*, brawl, free-fight or play in a tournament. In fact this tournament is what gives the game its longevity. By working through each character in turn, you can actually work out what their fighting styles are and act accordingly. It's no *Super Street Fighter II*, but as far as wrestling games go, it's certainly impressive.

The only thing that *WWF Raw* can be faulted on is that there can be up to six players bouncing around the screen at any one time. Very often they overlap and it can get very difficult to see what's going on. Also, the waggling to escape the grapply holds is still there. And I still don't like it. (Just don't ask me to think of a better way to do it, that's all).

In fact it's fair to say that *WWF Raw* will probably be crowned the new champion of wrestling games if only because it does everything *Royal Rumble* (which scored 79% in issue 10) can do, but better. And it adds more moves, more mayhem and more, er, people with silly names. And it's a lot more fun, too. Damn. Should have said that earlier, really.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
90%	88%	83%
GAMELIFE	OVERALL SCORE:	84%
75%		

VERDICT: Bigger, better, more. That's what you get here. But at a price. *Royal Rumble* owners should have a go first, but other grapple-fans should suplex their wallets onto the counter and start the count.

HOW TO WIN

If there's a free-for-all going on, follow our *Super Play* special fight-guide. What you do is this;

1. Keep out of the way.
2. Wait for everyone to fight each other.
3. If someone comes near you, leg it.
4. Keep running away.
5. Run out of the ring.
6. Run out of the arena, if needs be.
7. Run to Devon.
8. You can stay at my Auntie's in Dartmouth if you want.
9. Run back.
10. Beat the winner.

COME AND HAVE A GO IF YOU THINK YOU'RE SOFT ENOUGH.

CLAY FIGHTER 2

JUDGMENT CLAY

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Visual Concepts

Interplay

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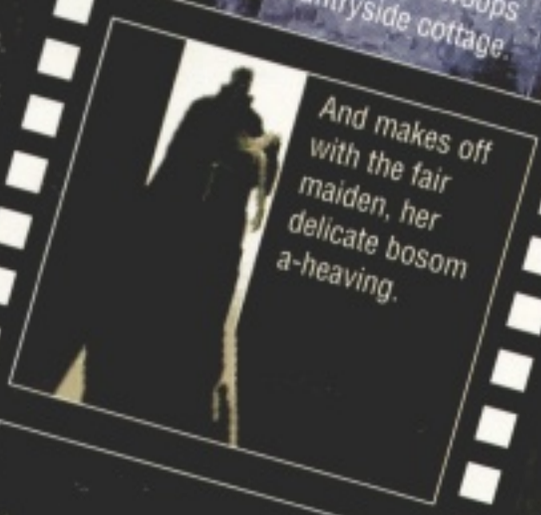
Rather than each level being one massive affair (as is the norm in these games), *Nosferatu* divides the challenge into bite-sized lumps, all interconnected by stairs and passageways. The section shown here is a typical example from the second level.

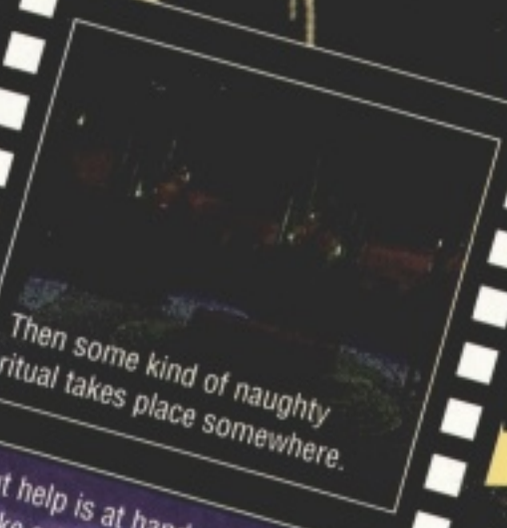
NOSFERA

If the *Prince Of Persia's* genes were spliced with *Splatterhouse's* in a dark, dank laboratory, the foul cumulative mix would probably be turn out something like this...

The intro is so good that we had to show it, film-strip style.

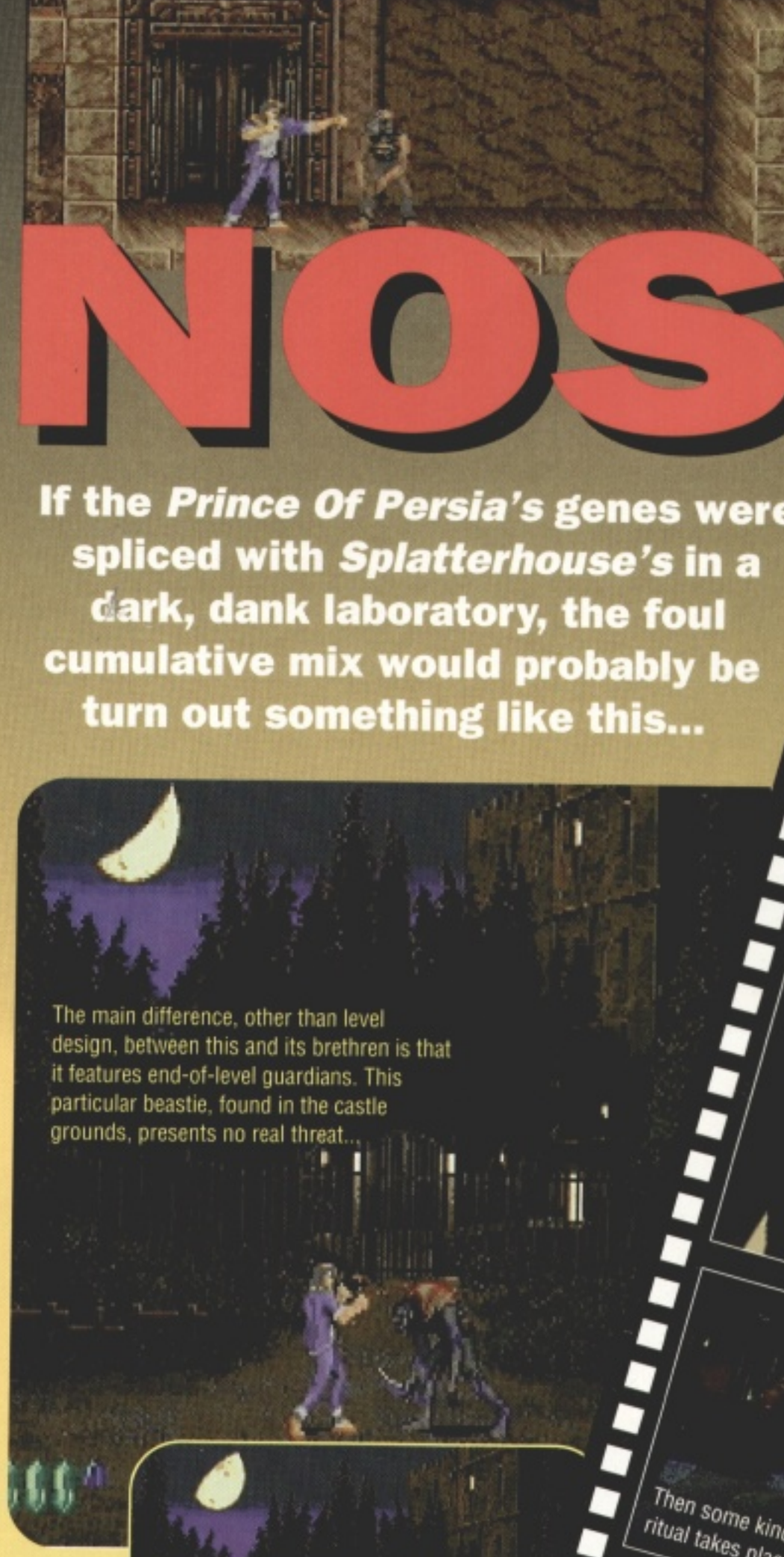
In bat form, Nosferatu swoops down to a countryside cottage.


And makes off with the fair maiden, her delicate bosom a-heaving.


Then some kind of naughty ritual takes place somewhere.

But help is at hand – boyfriend bloke sets off to rescue her.

And, like all horror story leads, walks blindly into danger.

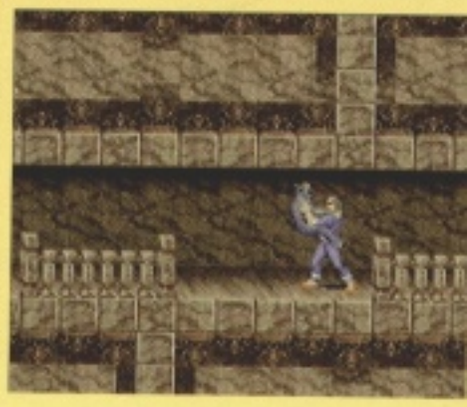

The main difference, other than level design, between this and its brethren is that it features end-of-level guardians. This particular beastie, found in the castle grounds, presents no real threat...

...until the moon grows more full, that is, whereupon he undergoes just the merest hint of change (!)

That chap on the left is you, and the young lady to the right is the object of Nossie's desire. So go save her!

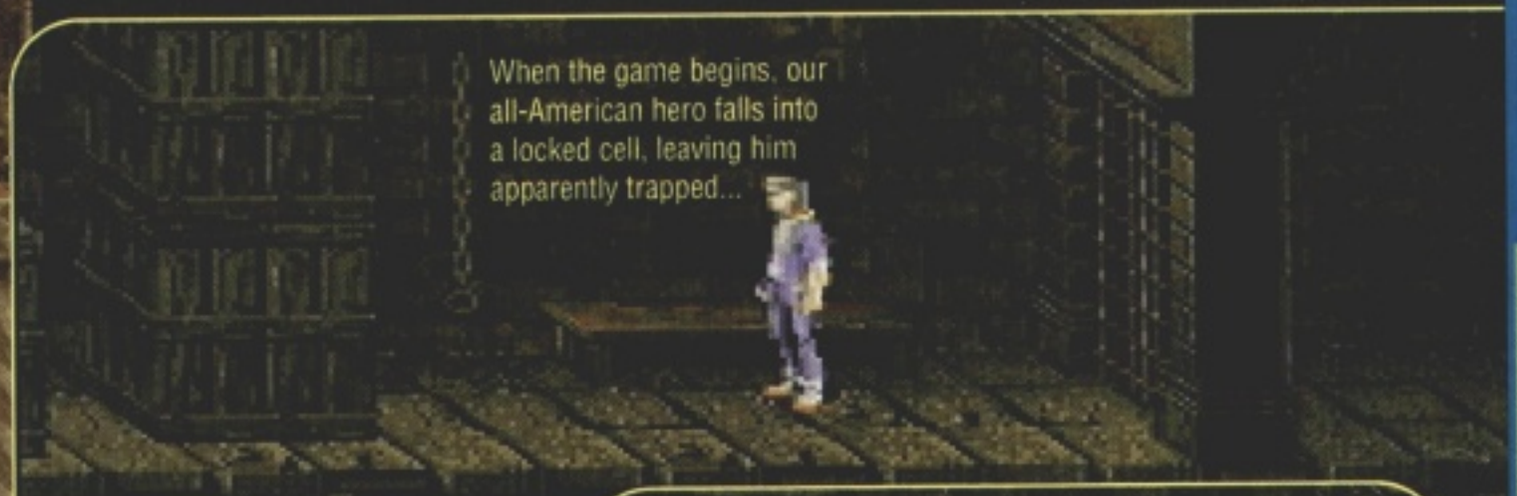
Now this *is* quite clever, granted. After sneaking into a room past two bad guys, you can still see them going about their business from the inside. Well, *I* thought it was quite clever anyway.

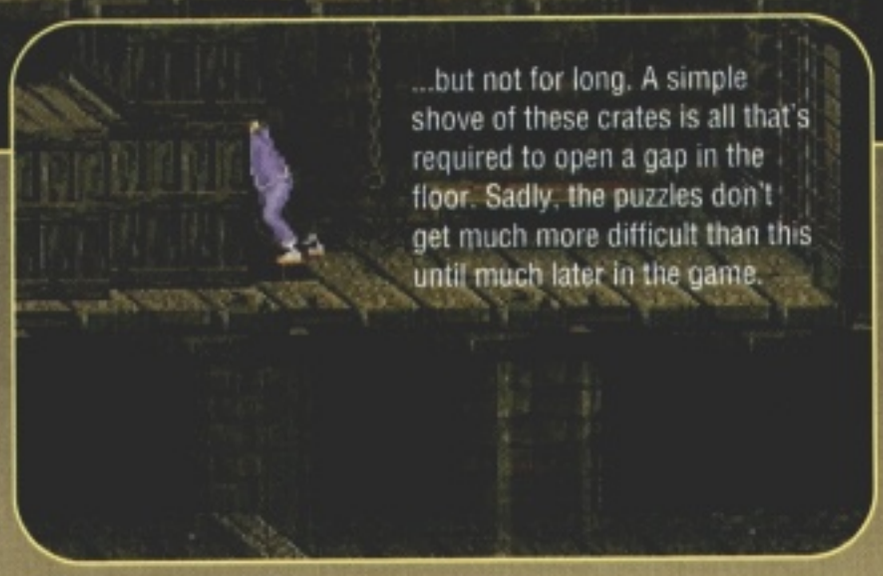
Either our hero's punching is so quick that it becomes a blur, or our screen-grabbing kit went a bit wonky here.


'My darling, you look simply divine this evening'. 'Oh thank you my sweetheart. Now – you lead, and I'll follow'.

NOSFERATU

I bet you've never seen a character hanging from a ledge before. You have? Ah.
Put your tummy away for a minute James.
Time 295 Crystal 2 Life
The old jumping over a spiky pit section. Just like old times.
Time 167 Crystal 3 Life




...but not for long. A simple shove of these crates is all that's required to open a gap in the floor. Sadly, the puzzles don't get much more difficult than this until much later in the game.

Japanese Release

Game: Nosferatu
Publisher: Seika
Developer: In-house
Price: Approx £60
Release: Out now
Players: 1
Cart ROM: 16 Mbit
Adaptor: NTSC only

GOOD, BAD OR UGLY?

On the face of it, it's difficult to see how Jordan Richner created a new style of game with *Prince Of Persia*. Apart from its admittedly novel use of rotoscoped animation, I found little in the game to make it stand out. I'm also puzzled that it was a game that had fiddly controls and it didn't suffer at the hands of gamers and reviewers alike for it – nobody seemed to care that the surfeit of animation made your character less responsive than was ideal. But since then we've seen *Flashback*, *Blackhawk* and now *Nosferatu*, so it must have something.

Nosferatu's chief difference is that it's the first of its type to scroll rather than flick between screens. While this is a welcome touch from my point of view, I know certain *Prince* enthusiasts who will argue that it removes some of the tension from the game – you always know exactly what's lurking just around the corner.

The tension is built elsewhere instead, primarily in the form of a motley crew of scum-sucking nasties which pop out of the woodwork at almost every turn. While the floor switches, spikes and traps are pure *Prince Of Persia*, the slimy, oozy way in which nasties have been realised is straight out of *Splatterhouse*. And if you're familiar with that game (either from the arcade or on the Mega Drive) you'll know that the dispatchment of zombified geeks is great fun. Even more so in this game, though. Tapping Y raises your dukes and a further hammering unleashes a furious combination of shots – the final right cross actually being delivered in slow motion, giving the action a vaguely cinematic edge in keeping with its Hammer Horror presentation in general.

While the creatures of the night are great, though, the character which you control is a totally bland fellow – I'm not a fan of this American teenager with baseball cap business. The lead's appearance is further spoiled by the washed-out colouration of his rotoscoped sprite which sits awkwardly upon the detailed, if repetitive backdrops. I suspect that it's due to the fact that he's based on real life movements and the other characters and suchlike obviously are not.

As far as actual gameplay goes I was disappointed. Apart from the great fighting bits everything else is hugely uninspiring and – if you've already been around the block with this type of game – routine for the most part. Apart from the boss characters and some other minor alleviative touches later in the game, the only new thing this game offers lies in its style and presentation.

So I guess this leads us to the 'If you're a fan of the genre...' type conclusion. I was expecting to love this game, hoping that it might try to do something *really* different to the aforementioned titles which early previews indicated its similarities to. Instead it mercilessly cribs from, and ultimately proves less playable, than all of them. I'm disappointed.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
89%	84%	76%
GAMELIFE	OVERALL SCORE:	
75%		75%

VERDICT: ***Nosferatu*** **isn't nearly the game it should have been. The graphics, sound and presentation are all present and refreshingly correct. Absent? Fresh gameplay ideas, responsiveness and rewarding gameplay. It's doubtless some will still enjoy it, though.**

Why is this ledge here? Who was the architect? Why aren't their any proper stairways?

This is what Frankenstein's monster should look like, not Bob De Niro with bad skin.

DRAGON BALL Z 3

Relative size, among many factors, counts for little in this game. While the big chap looks to be overbearing here, the match up is fairer than it no doubt appears.

Japanese Release

Game: Dragon Ball Z
Publisher: Bandai
Developer: In-house
Price: £55
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: NTSC only
Game supplied by: Project K (01850) 911682

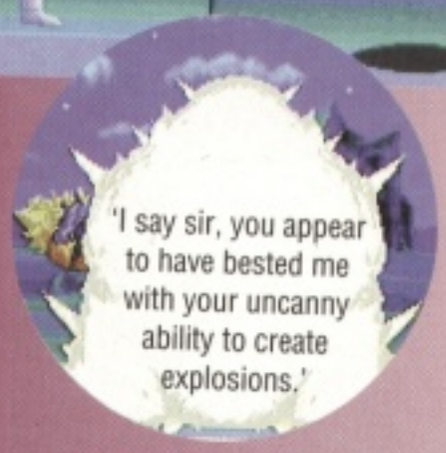
There aren't many games in which you can control a geezer with hair like a bunch of bananas. But here's one...

Right: I think this chap's winding up to something big. Bear with us.

Left: While the emphasis is very much on special stuff, standard moves like this are in here too.

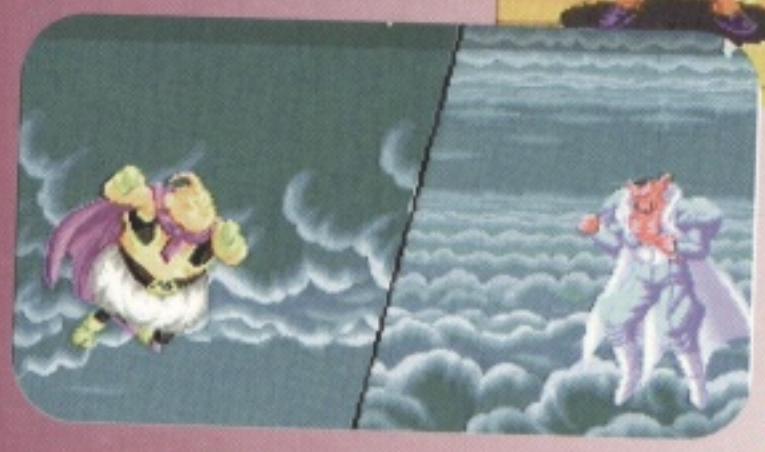
Left: A shot of some poor soul on the receiving end of a ridiculously huge fireball...

Right: ...and a shot of another character administering similar.

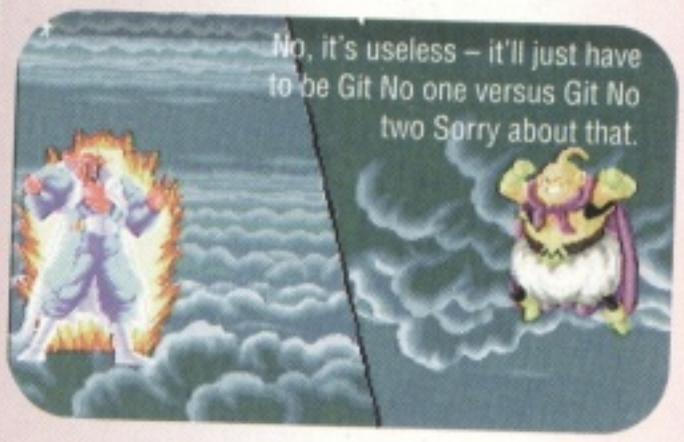


Right: I'd like to do a Ready Brek-related caption, but Dave Golder did that in his review of *DBZ 2*. So I won't.

I'm sure I've got the names of all these characters. They were here just a minute ago...



Left: There, told you – he had an angry great fireball thing brewing.



GOOD, BAD OR UGLY?

I've never quite understood the *Dragon Ball Z* phenomenon. It's huuuge all across Asia, and is probably the biggest anime series among European fans, but the bulk of its appeal's just passed me by. I'm a fan of Toriyama's style, and have spent many a happy moment flicking through Wil's *Jump Comics Deluxe Special* following his work, but I'm still looking to be converted.

One thing's for sure: games such as this aren't likely to do that – it doesn't play like a proper beat-'em-up for starters. Although its bizarre styling makes the game an interesting way to pass time for the first hour or so, it won't be long before most people return to the software cupboard for a slice of the real thing.

The special moves are – in keeping with the previous games in the series – all easy enough to engage, and are fantastically entertaining. The sheer scale of some fireball moves had me rolling around the first few times I saw them. But once you've seen all of them, and indeed seen all of the characters, there's no real reason for returning, not even for two-player bouts with friends.

Unless you're a fan to the same degree which has made it the number one-selling game in Japan, of course. The game features heaps of Japanese banter, accurately reproduced characters from the series, and there's simply no denying the bizarre atmosphere which it all creates.

But the only difference of any substance between this and *Dragon Ball Z 2* is the selection of characters and backdrops which have been deemed fit for inclusion this time. Enthusiasts are bound to leap at the opportunity to play as the new guys, but for everyone else it merely represents a purchase that makes no sense at all.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
80%	69%	75%
GAMELIFE	OVERALL SCORE:	
65%		70%

VERDICT: ***Dragon Ball Z 3*** **is even more similar to** ***2*** **than** ***2*** **was to** ***1.*** **Which means it's a quirky, anime-true game – not a great beat-'em-up but, well, interesting in the short term, at least.**

Remember when all those motor racing stars played *Virtua Racing* on BBC1's Sport Personality show? They were *awful.*

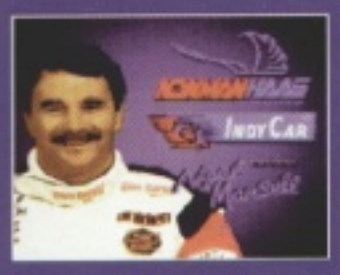
UK Release

Game: Newman-Haas Indycar featuring Nigel Mansell
Publisher: Acclaim
Developer: Gremlin Graphics
Price: £49.99
Release: Out now
Players: 1-2 simultaneously
Cart ROM: 8 Mbit
Adaptor: Any

NEWMAN-HAAS INDYCAR FEATURING NIGEL MANSELL

Nigel has three eyebrows. One's on his upper lip; that's all. Go on – have a look. You'll see I'm right.

GOOD, BAD OR UGLY?



There are lots of games on the SNES like this one. It doesn't use Mode 7, the tracks are flat, there are a great many two-dimensional-looking objects littering the sides of the road and you get to see a pair of hands, a steering wheel and the backs of other cars a lot. See? Lots of games like it.

The truth is, *Indycar* is actually better than many. It's got the advantage of being fairly complex. There are two modes, arcade and simulation. In simulation you can adjust various parts of the car to suit the circuit you're about to race on, for example.

Each race involves 12 cars and there are about a dozen circuits to charge round as well. You get the chance to practise the circuit, qualify and then race. Races on long, twisty circuits may not be more than four or five laps, but on the big ovals and speed-dromes you might get over 10 laps. This is done presumably to make each race last about the same time (about 10 minutes).

Acclaim have got the behaviour of the other cars rather well sorted, which is a nice surprise. Sure, the cars do still look like cardboard cut-outs of the backs of Indy racers (you never see their sides), but they weave, they dodge and occasionally collide. There's nothing more annoying than running into the back of another racing car and losing 40mph, but at least if you slow up or weave around, the other cars boost your speed by doing it to you.

Travel all over the States to win races and meet those lovely Marlboro ladies that are always there.

The two-player mode works well, and if you like, you can select the CPU to occupy the lower screen with the other *Newman-Haas* car. Although why you'd want to is rather mysterious.

So if you only ever play racing car games on your SNES, you'll probably enjoy this one. The difficulty level is set well and the tracks do vary somewhat depending on where you are, making it more visually appealing. But you don't only play racing car games, do you? So be aware that when I say this is one of the better racing car games, it isn't saying all that much.

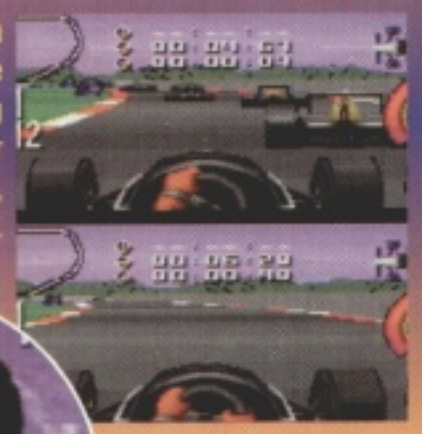
● James Leach

GRAPHICS	SOUND	GAMEPLAY
62%	83%	76%
GAMELIFE	OVERALL SCORE:	73%
68%		

VERDICT: The Nigel Mansell licence isn't enough to make this a corker. It's not too terrible though. It's just rather samey and not quite enough to keep your interest.

Bridges and stadiums occasionally pop up, all rendered in some nifty, if basic vector graphics.

Let's face it: racing games without DSP chips or Mode 7 are never going to look much better than this. That's part of the problem.

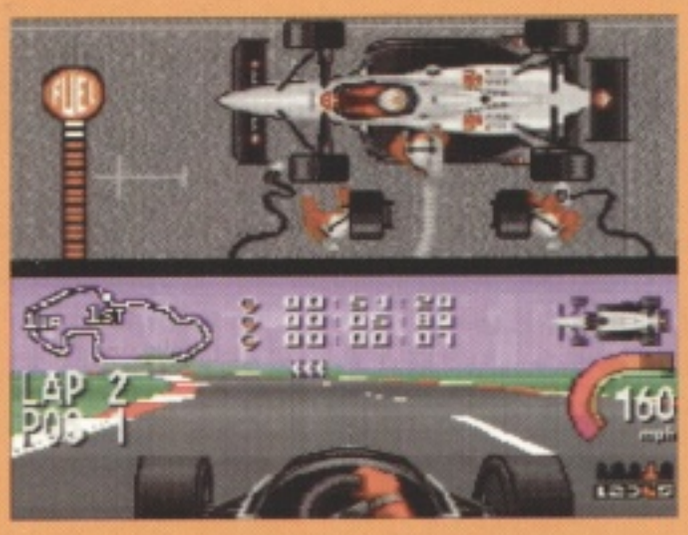


Red Santa gloves are popular among the Indycar community, apparently.

Left: A fine example of a facial hairdo.

NIGEL TAKES TIME OUT

One of the neater features in *Indycar* is the pitstop. In about half of the races you'll need to get more fuel on board. Of course, so do the other cars, and because you don't actually have a pit as such, you can overshoot them all in the pit-lane and get to the front while you get juiced up. It saves you a couple of seconds, which, as Murray Walker would say, is a lifetime on the track.



Here's where you get to check and adjust all the little fiddly bits. Keep an eye out for inept fuel-filling operatives.

HEBEREKE'S POPOON

UK Release

Game: Hebereke's Popoon
Publisher: Marubeni
Developer: Sunsoft
Price: TBA
Release: January
Players: 1 to 8
Cart ROM: 8 Mbit
Adaptor: Any

An explanation is called for. It's a Popoon. But not any Popoon. Hebereke's Popoon.

Below: This is from the story. You can ignore it.

When the screen fills up with little characters abandon your strategies and just try to survive.

HEBEREKE'S POPOON IS NOT SUPER PUYO PUYO

Hebereke

You only connect three or more blobs together.
You can connect them diagonally.
Multiple connections result in special magic moves.

Super Puyo Puyo

You must connect four or more blobs together.
You can't connect them diagonally.
There are no special moves.

GOOD, BAD OR UGLY?

It's not *Super Puyo Puyo* but it sure as hell looks like it. It also plays rather like it as well. The idea behind the game is similar, too. Coloured blobs drop from the top of the split screen and you must sort them into lines of three of the same colour. Every time you do this, a block resembling the character you're playing drops into the other players side of the screen. Depending on which character you are, this can only be removed when your opponent connects the character block with a certain blob of the same colour.

The way to win is of course, to stop the blobs building up to the top of the screen, whilst getting enough multiple follow-on three-of-a-kinds to deluge your opponent with character blocks which are much tougher to remove than normal blobs.

Okay. I admit that it *is* a lot like *Super Puyo Puyo*. The biggest difference is that if you get a few decent follow-on connections you'll end up covering your enemy's screen with blocks and also giving yourself magic points. These, when you have enough of them, will enable you to remove big chunks of your blobs by hammer, ten-ton weight or whatever magical devices your chosen character has.

The game shares an addictive one-more-go feel with *Puyo Puyo*, but somehow doesn't quite have the same cerebral quality, and the temptation is to rely a little too much on the magic. The problem might be that there aren't quite enough spaces for the blobs to fall into, so the number of permutations are more limited than in *Puyo Puyo*.

That said, it's still a vastly enjoyable game. And there's a neat tournament option whereby up to eight players can take part. It's a knockout, so you won't be there all day, and it adds to the fun. Oh, and even on the simple levels, it's tough. Perhaps even tougher than *Puyo Puyo*.

In fact the similarities between the two games are so manifold that if you've got *Puyo Puyo*, think carefully before shelling out for this. And if you haven't got either, *Super Puyo Puyo* wins by a nose.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
73%	75%	88%
GAMELIFE	OVERALL SCORE:	
83%		84%

VERDICT: A great game, with smashing Japanese samples and a classic eight-player tournament mode. But it's partially eclipsed by *Super Puyo Puyo*, which remains that tiny bit more playable.

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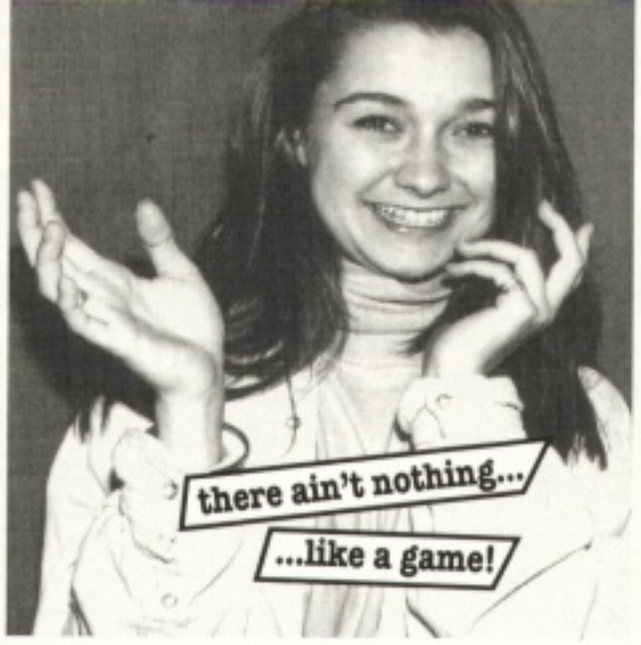

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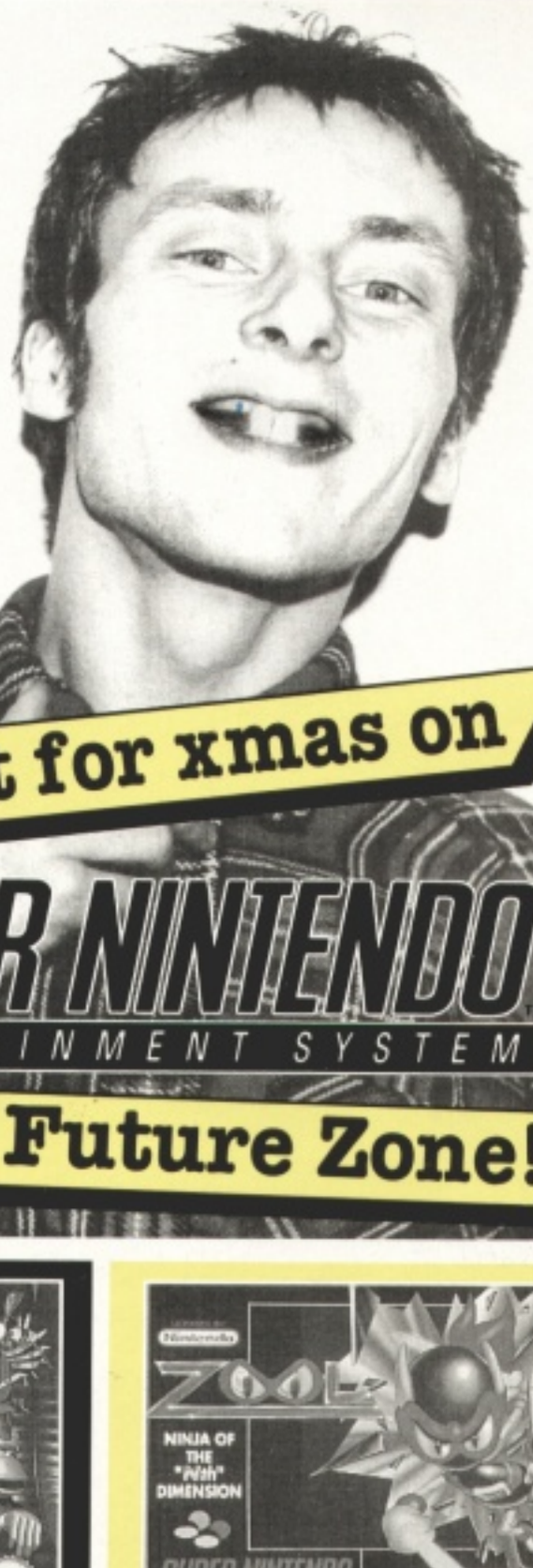

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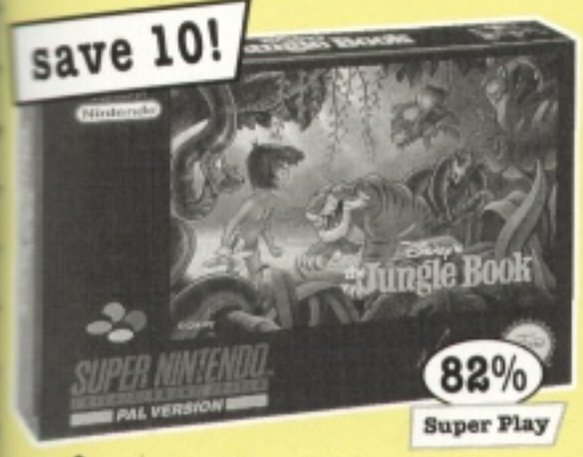

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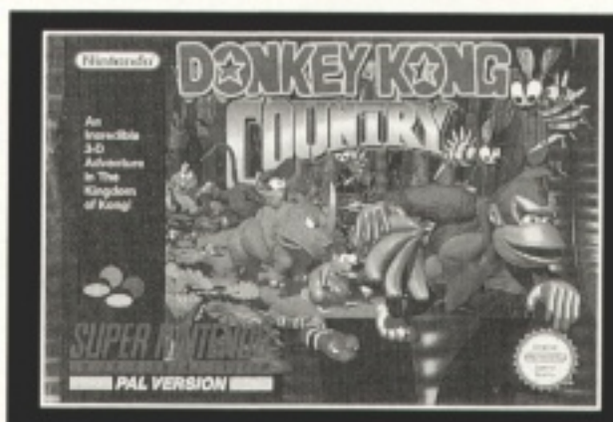

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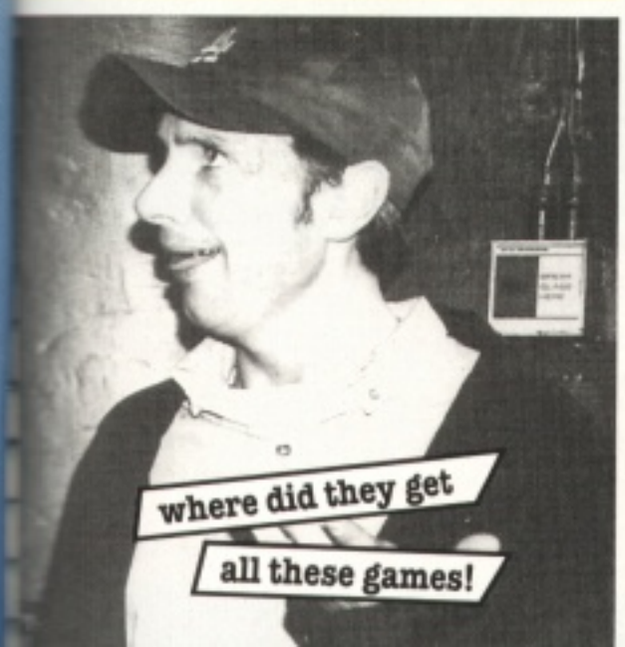

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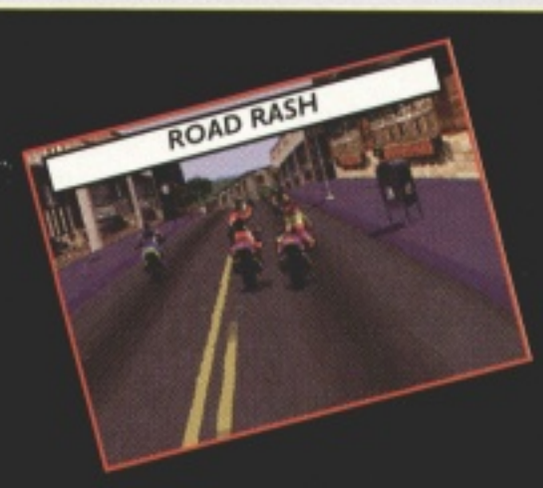

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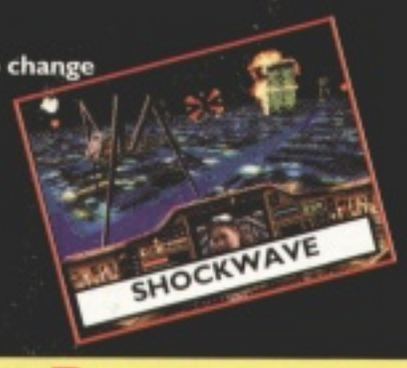

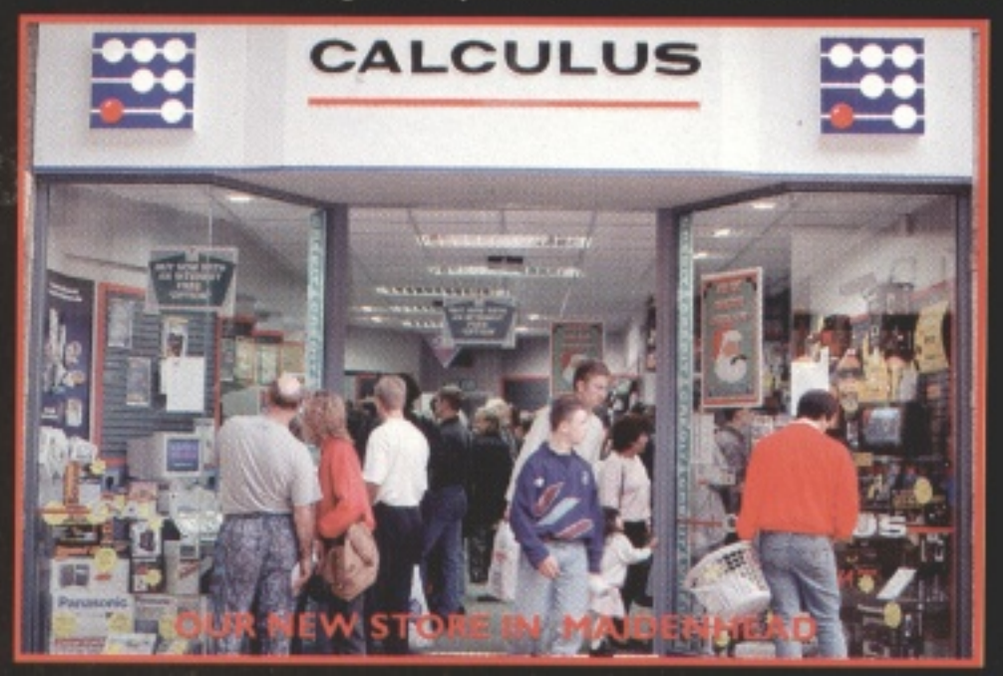

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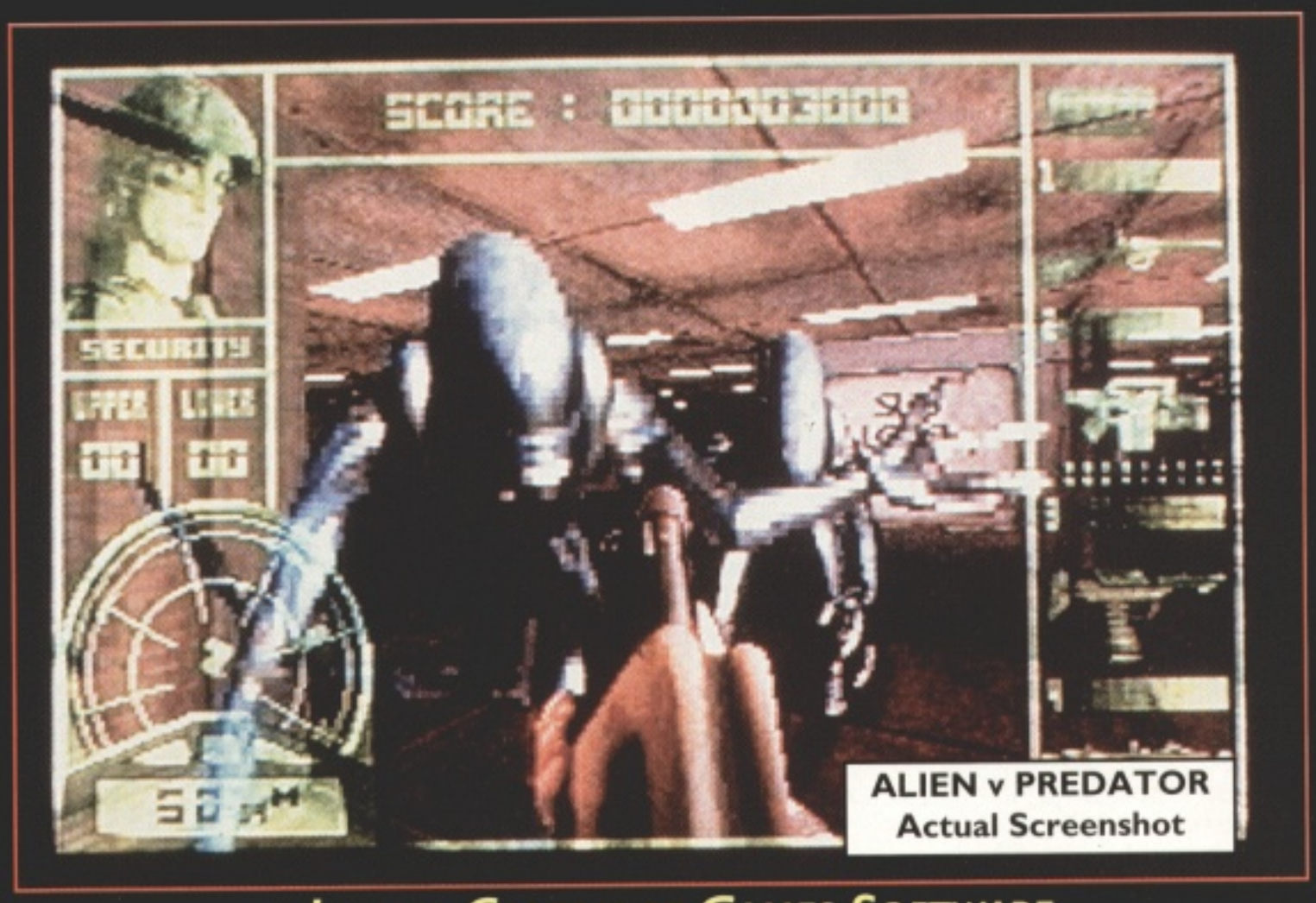

ALIEN v PREDATOR
Actual Screenshot

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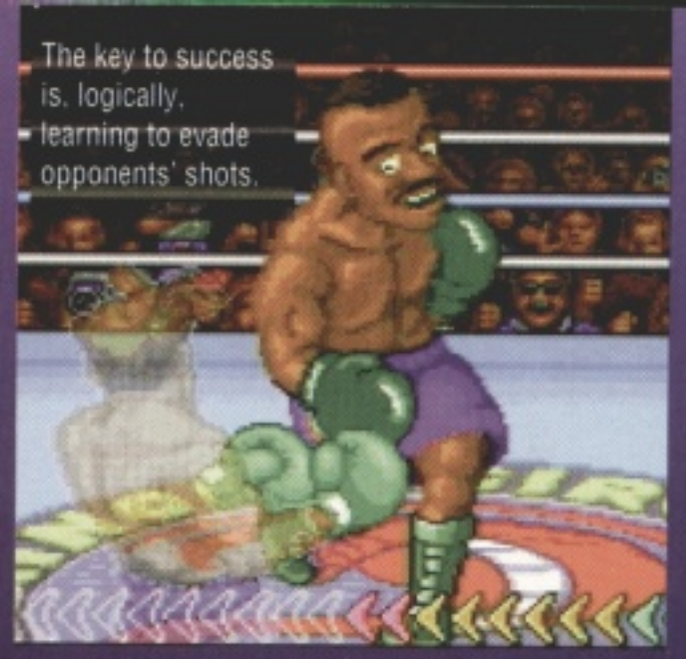
SUPER PUNCH OUT!!



It's a well known fact that boxing isn't ideally suited to video games. Which makes this sterling effort from Nintendo even more surprising...

Left: In a somewhat bizarre turn of events your hair turns from blond to brown when you win a belt. Hmm.

Right: Note the little droplets of spittle projecting from Hurricane's mouth. Lovely.

UK Release

Game: Super Punch Out!!
Publisher: Nintendo
Developer: In-house
Price: TBA
Release: TBA
Players: 1
Cart ROM: 16 Mbits + BB

THE CONTENDAHS!

There are three belts to challenge for in *Super Punch Out*, the first covering the Minor Circuit in which you'll come up against these four bruisers:

GABBY JAY
From: France
Age: 56
Weight 110 lbs
Record: 1-99
Looks like: An annoying relative you only see at Christmas.
Tag line: Let me win. I've lost so many times I forget how winning feels'.

BEAR HUGGER
From: Canada
Age: 32
Weight: 440 lbs
Record: 17-12
Looks like: Brian Blessed after a heavy night on the juice.
Tag line: Watch out! I am a killer – I am the Bear Hugger'.

PISTON HURRICANE
From Cuba
Age: 25
Weight: 170 lbs
Record: 21-10
Looks like: Someone who'd serve at a greasy fast food joint.
Tag line: 'Can your ride out the storm or be caught in my "Hurricane Rush"'?

BALD BULL
From: Turkey
Age: 36
Weight: 290 lbs
Record:
Looks like: Typical inner-city nightclub bouncer material.
Tag line: 'You'll be down for the count with one punch from my "Bull Charge"'.

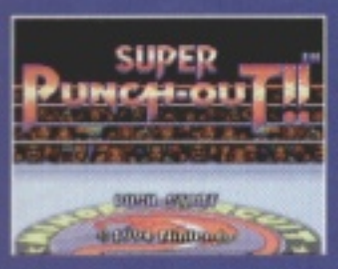
Left: Alternatively, when it's you on the canvas, hammering any button will get you up on your feet more quickly.

BONUS 15500
SCORE 5070
TIME 0'25"38
NORMAL PUNCH 30 × 14 = 420
COUNTER PUNCH 100 × 1 = 100
UPPERCUT · HOOK 250 × 1 = 250
RAPID PUNCH 100 × 8 = 800
KNOCKDOWN 500 × 1 = 500
SUPER KNOCKDOWN 1500 × 2 = 3000
SPECIAL PRIZE = 0
TECHNICAL POINTS 5070
NO KNOCKDOWN BONUS (0) = 7000
TIME BONUS = 15500
NO REMATCH BONUS = 10000
THIS MATCH TOTAL 37570
MINOR CIRCUIT TOTAL 37570
NEW RECORD

Above: Your performance is analysed from top to bottom after each fight.

Left: Seeing the world champ's legs go all wobbly after you've landed him a solid shot is a moment worth savouring.

GOOD, BAD OR UGLY?



To be honest, the only real interest I had in this game was in judging its strength as part of Nintendo's Christmas line-up – to see what chance Nintendo have against Sega during the notoriously vital yuletide season. My experience of the arcade original is limited to only a sprinkling of games many years back, and of the NES version even less than that. But I knew that I didn't go a bundle on it, feeling that it was one of those games that if you didn't know *exactly* what to expect from the computer opponent, you had no chance of enjoying it much.

Now, however, after playing this game virtually non-stop for about six hours, I've realised otherwise – it's one mightily playable and fun game. The atmosphere which it generates was the initial thing which drew me in: it kicks off with an *Operation Wolf*-style tooling-up intro, followed by marvellously presented step-by-step lesson in boxing entitled 'How to win at *Super Punch Out!!*'.

It drew me further into its world of adrenaline-soaked blow exchangement with the range of opponents on show. Each has a choice selection of pre-match banter â la *SFII*, along with enough special moves and techniques to make even Prince Haseem quake in his sweaty loin cloth – these guys actually have *personality*. So much so, in fact, that you almost feel guilty pummelling the sagging flesh of the first opponent who, at 56 years old, is a rather pathetic specimen. The feeling doesn't last long, though, because after he's planted a string of punches about your person, the last thing on your mind is mercy. And that's when it starts getting fun; the concentrated joy of inflicting pain (*Watch this guy, someone – Ed*) and progressing up through the boxing ranks makes the game addictive beyond belief.

The graphics have a unique quality all of their own – it almost looks like a coin-op at times, such is the size and clarity of the fighters. The animation is perhaps lacking, particularly when opponents back off (after knocking you down, for example), with only two frames to speak of. But given their extreme size it's acceptable.

Did I forget to mention the speech? Shame on me, because it's as worthy of note as the graphics. Your fighter exclaims upon his performance after each fight; opposing boxers goad you; and there's even a cheesy Americanised referee's 10 count – it all serves to cultivate the atmosphere to even further levels.

It's difficult to compare this to *Boxing Legends Of The Ring* because it takes a completely different approach. Whereas *BLOTR's* opponents are all based on real fighters, *SPO* goes for a cartoony feel and everything is played for laughs. And the control system in *SPO* is more straightforward, too.

I enjoyed playing this game more than any other this month, and I'm sure it'll collect a huge following of like-minded fans. It's an addictive, humour packed, eye socket-shatteringly great game.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
90%	88%	91%
GAMELIFE	OVERALL SCORE:	
88%		90%

VERDICT: The boxing game equivalent of *SFII*. True, it doesn't have a two-player mode, but I guarantee what there is elsewhere will be more than enough to keep you happy. Video game boxing was never this good.

Right: This chap, Dragon Chan, proves hard work until you learn to dodge his lethal flying kick.

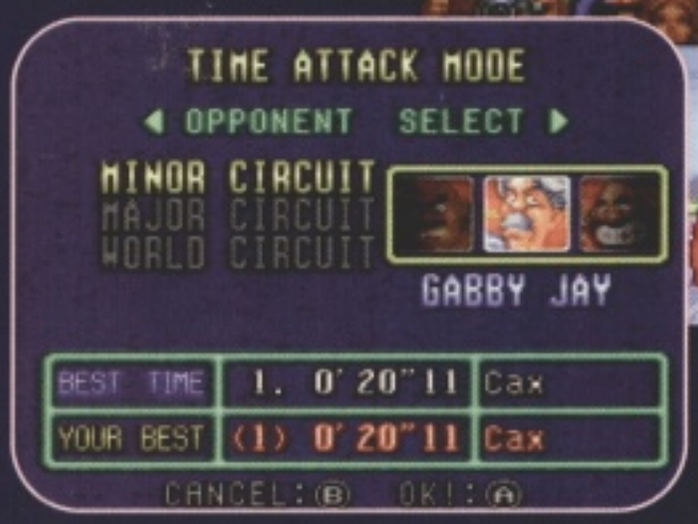
Snapping a head back with a well-timed punch is one of the game's juicier moments.

'I am the greatest! I am the prettiest! etc etc.'

RIght: Poor old Gabby Jay. Knock his fading moustache off, yeah!!!

Right: 'Oof, that was right in me crackers!' It's one of those glorious video gaming moments, don't you think?

Left: Later opponents, like the Masked Muscle, often resort to dirty tactics.



Left: Once you've completed a particular division you can go back and improve on your times. I've beaten Gabby in 0'09"81.

RIght: See? That's what happens when you let your guard down – kerrrunch!

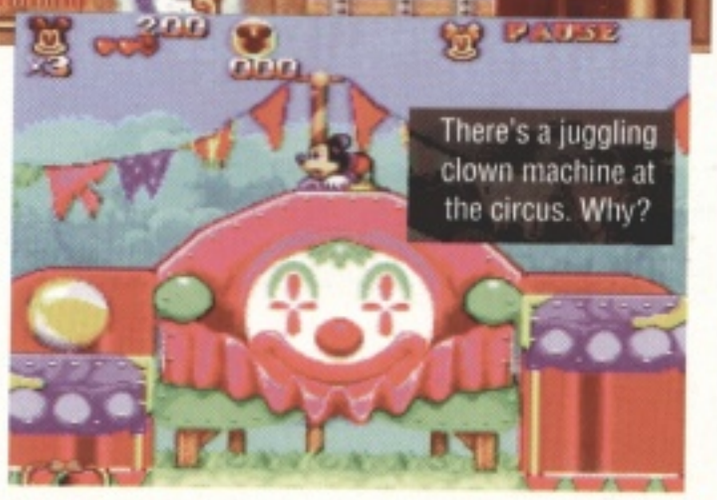
THE GREAT CIRCUS MYSTERY STARRING

MICKEY AND MINNIE

Following his glorious showing in last month's *Mickey Mania* the squeaky-voiced rodent is back, courtesy of Capcom. And this time he's brought his main squeeze.

UK Release

Game: The Great Circus Mystery staring Mickey and Minnie
Publisher: Capcom
Developer: In-house
Price: Approx £55
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 12 Mbit
Adaptor: NTSC



TWO OF A KIND

To illustrate just how similar this game is to its predecessor, *Mickey's Magical Quest*, we thought it might be helpful to look at both of them alongside each other:

This boss appears early on in *TGCMSMAM*, popping out of the brances above.

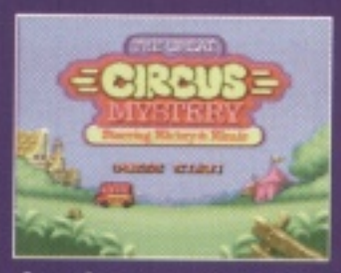
This boss appears early on in *MMQ*, popping out of the tree branches above.

Here's a shot of Mickey in the new game, making his way up through the tree boughs in a large forest.

And here's a shot of Mickey in the old game, making his wa... *(Yes, I think we get the point now – Ed)*

Above: This bizarre hoover thing turns baddies into coins.

GOOD, BAD OR UGLY?



I reckon the plug-thru cart theory, as demonstrated in Sega's *Sonic And Knuckles*, is one of the most exciting and consumer-aware developments in recent console history. Looking at the concept from a slightly different angle, it could be used like this: After identifying your favourite gametype, you buy the core cart (containing the main game engine and all the other standard chippy frippery), and then go on to buy extension modules, which house just level and graphics data. As long as the core of the game was strong enough, it'd be a winning formula.

But it doesn't happen that way. Instead, Capcom expect people to shell out for another £50-60 worth of new cart that amounts to the equivalent of an only slightly glorified data disk. The gameplay is the same. The collectibles are the same. Even some of level designs are suspiciously familiar. Now, however, you also have the option to play simultaneously with Minnie; an obvious, but still not revolutionary improvement.

There are six levels, all of them themed – haunted house, forest (told you it was familiar), mountains (yeah?), an icy world (SEE?), you know the sort of thing. And a selection of five costumes to collect. As it turns out, these represent probably the biggest disappointment of all. With the exception of the cowboy outfit which *is* quite a larf, every one of them is a mere shadow of the original's. The vacuum cleaner, for example – which I was expecting to be as flexible as George's was in *The Jetson's* – turns out to be a bit pump, and only able to suck up the very minorest of nasties.

Near-saving graces are provided in the shape of graphics and gameplay which are both on a par with the first game. There's no doubt that they'll provide no small amount of pleasure during the few hours which it takes to play the game from start to finish. Admittedly, I took full advantage of the game's infinite continues, but I'm here, whenever possible, to see everything a game has to offer. And in *Mickey and Minnie's* case, it was only a modicum of amusement, I'm afraid.

● Tony Mott

GRAPHICS	SOUND	GAMEPLAY
95%	81%	90%
GAMELIFE	OVERALL SCORE:	73%
52%		

VERDICT: It does have a simultaneous two-player option, and those graphics are lovely, but it's too similar to the first game in both styling and ease of completion to make it a really good buy.

Life's Little Irritations Part Three: exploding balls with card suit signs on them which drop out of the sky on you.

Ask yourself, 'Do I really find clowns funny?' If you're under 70 and honest with it, you'll answer, 'No. They're crap.'

DIE A THOUSAND DEATHS

Everything in *Kid Klown* is out to get you. Here are just some of the energy-sapping ways the Kidster can be harmed during his quest. (And when nothing happens to him, you just get paranoid).

DROWNED
Tee hee. The hydrant goes off without warning as our hero passes, filling his little lungs with freezing H_2O.

FRIED
Laugh as an explosive cannon-ball catches Kid between the shoulderblades, setting him on fire and tearing his ribs off.

BURNT TO CRISP
Kid grabbed that innocent collectible, but it turned out to be a sneaky bomb which has flayed the skin from his charred body.

CAUGHT IN BUSH
Arf arf. An innocent bush snags our hero, causing him vast amounts of anguish and tearing his tender skin.

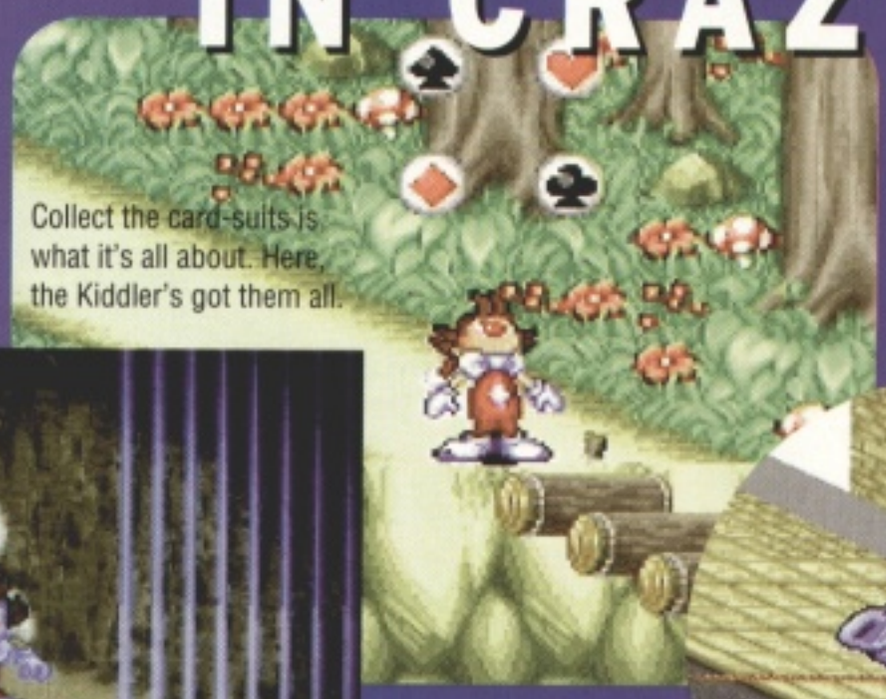
RUN OVER
Ho ho. Whilst crossing the road, a car smashes into his face, nearly killing him. What a chortle. Unless it happens to YOU.

TRIPPED
The evil baddie pirate, Blackjack has tripped up Kid, smecking his upper jaw into the iron-hard earth. And I've got no sympathy left.

KID KLOWN IN CRAZY CHASE

US Release

Game: Kid Klown in Crazy Chase
Publisher: Kemco
Developer: In house
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit
Adaptor: Any



Collect the card-suits is what it's all about. Here, the Kiddler's got them all.

Yikes! A spook! Being licked by a ghoul is not what you need after getting all the way to Level 5. But it still happens.

Left: Blačkjack the pirate (who's after Kid) has just been run over. Hence the cute shrug.

Right: Is that *Cool Spot* scaling the wall? No, but *Kid Klown* can take it as a compliment that he looks similar.

GOOD, BAD OR UGLY?

This game incorporates some incredible animation. Kid Klown must have had some *serious* cartoon-style designers working on him at some point, because you haven't seen anything like it.

I mention this first, because when you start this game, these graphics will not only bring a smile to your face but you'll genuinely be impressed by their smoothness and clarity. We're talking much better than *Cool Spot* here.

And yes, it is funny. Kid rushes through his 3D isometric world, being beset by all manner of trouble. He gets crushed, trapped, burnt bombed and squashed by even the most innocent of obstacles. Even the collectible balloons sometimes don't pop and shower him with goodies. Instead they drop on his head heavily, or explode, setting fire to him. Nightmare.

All this is beautifully animated and a joy to watch. But playing the game is a rather different kettle of fish. Here are the main probs;

1. You can only go forwards or sideways. You can't go back even a pixel, so if you miss a collectible by a millimetre, it's gone forever.
2. If you finish the level without collecting all four card-suit symbols, you have to do the whole thing over again. So if you miss the first one, you may as well give up because you can't progress to the next level.
3. When you do have to start again, you must continue with the energy you ended up with (usually not much).
4. There are no restart points and you only get three continues.

The game is surely playable, but each level is very tough until you've tried it a few times, when it suddenly becomes a lot easier and seems rather short. And there are only five levels. Sure, they're gorgeous, but five short levels isn't enough, once you've learnt what's going to happen next.

All this makes *Kid Klown* difficult to mark. It's really funny, with very cartoony graphics and incidents occurring, but it's initially tough, then, when you know it, easy. And that walk a pixel too far and you have to start the entire level again stuff is ever so infuriating. So I'll give it 80%. And most of that is because it made me laugh and it's got superb graphics, sound and animation.

● James Leach

GRAPHICS	SOUND	GAMEPLAY
90%	88%	78%
GAMELIFE	OVERALL SCORE:	
75%		80%

VERDICT: It looks marvellous and it's packed with great gags but it's too short and the restart business is a right pain in the bum.

The game of the decade

Mortal Kombat 3

Issue two on sale December 1st 1994

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Ultimate Future Games

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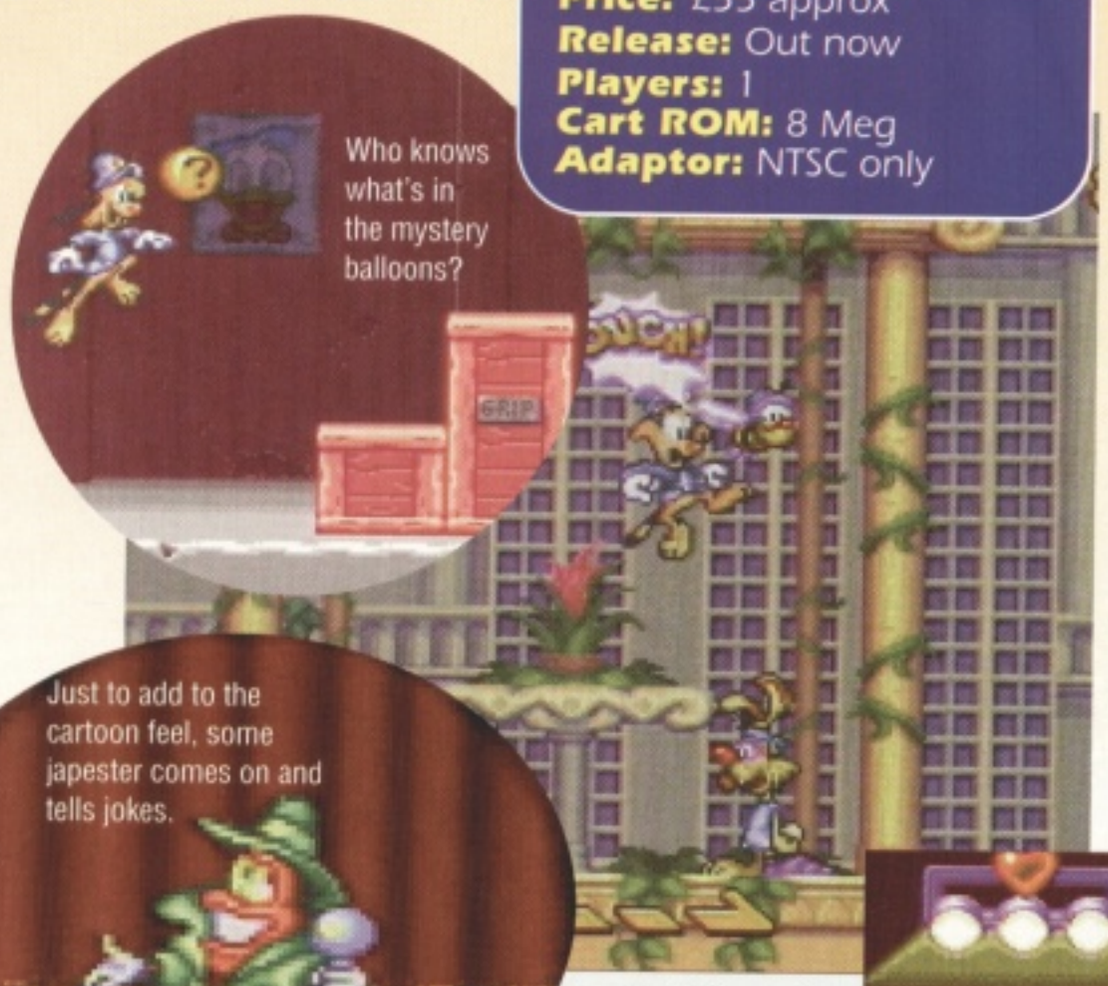
BONKERS

The dibble go bonkers for this rather dashing platformer, but they're not as adventurous as Josse Bilson. Or are they? Read on and find out...

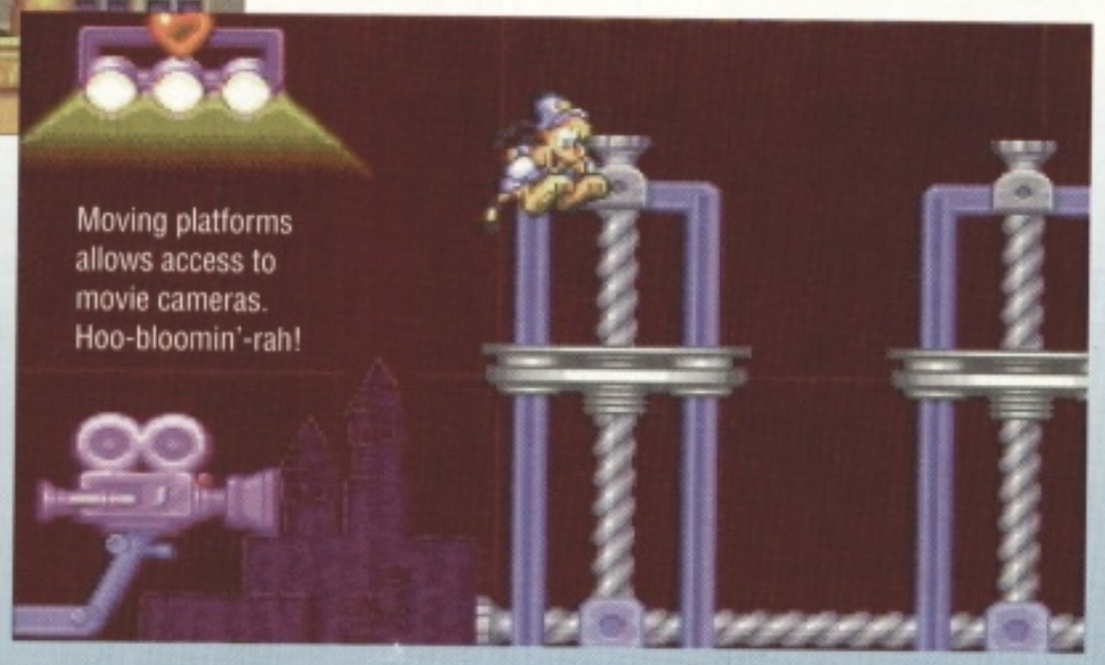
UK Release

Game: Bonkers
Publisher: Capcom
Developer: In-house
Price: £55 approx
Release: Out now
Players: 1
Cart ROM: 8 Meg
Adaptor: NTSC only

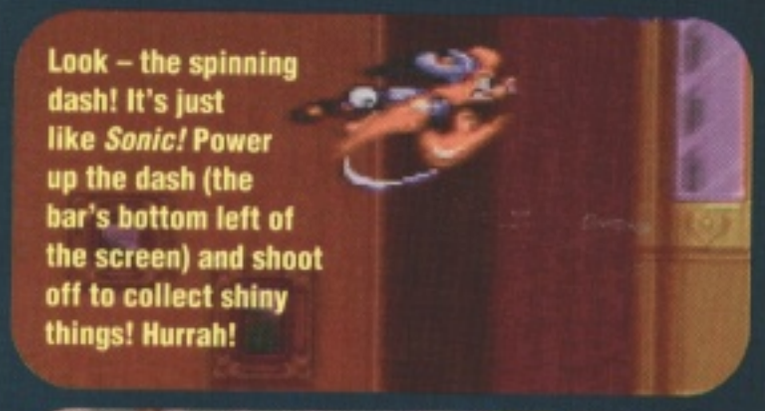


Avoid the bee to reach the static cartoon restart point.

Bonkers and 'Partner' are heading for a crash. Bonkers is heading for an adventure.

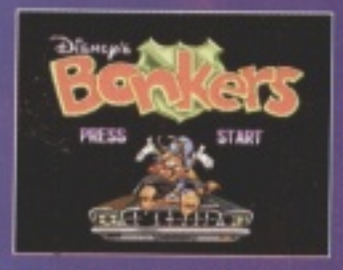


SONIC ON YOUR SNES


Look – the spinning dash! It's just like *Sonic!* Power up the dash (the bar's bottom left of the screen) and shoot off to collect shiny things! Hurrah!

Oh, hang on a minute, *Sonic's* got decent collision detection. *Bonkers* suffers from a spot of baseball-going-through-the-head-without-hurting-him and stand-somewhere-just-off-the-edge-of-an-object-without-falling-off syndrome. Shucks!

GOOD, BAD OR UGLY



Bonkers is a bobcat. And he's a cop. But don't let that put you off him, he's actually pretty cute and cuddly...

And so, believe it or not, is his platform game.

Set in a *Roger Rabbit*-style Hollywood/cartoon/reality crossover, Bonkers is a bumbling cop, sent with his partner to recover three stolen treasures across well-sized horizontally scrolling platforms. Promisingly, the intro shows Bonkers and his rozzer partner (imaginatively named 'Partner') scorching along in their ker-ay-zee wacky cartoon dibble car, but an accident befall the hapless duo and 'Partner' is laid up in the 'ozzy with a nasty head wound. So it's one player only, then. Cheers.

To say that this is standard scrolling platform fare is, indeed, fair. The graphics are clear, the directives are fairly straightforward, the cartoony effects (like splatting into an immovable object, flattening to a pancake and flopping to the floor) are really quite funny, as are the occasional portraits of Disney characters hanging in pastel-shaded frames at the start of levels. More importantly, from a gameplay point of view, there's a well-worked difficulty curve, and the levels are big enough to wonder what's coming next (but linear enough to ensure you can't get lost, even with the apparently inaccessible sections that you have to double back on yourself to access) and are furnished with sensible re-start points (well, actually they're fairly silly cartoon characters, but they're sensibly placed) and bosses present a sterner challenge than the standard baddies who're disposed of with a simple jump on the head.

There is nothing wrong with this game. The *Buster Busts Loose*-esque dash attack is quite pleasing, as are the occasional power-ups, the mystery balloons (Do they contain the silver sheriff's badges that Bonkers must collect? Ooh, I wonder!), some tricky jumps, moving platforms and hidden sections. But really, we've seen all that before, haven't we?

Yes we have seen it all before. A limited supply of bombs (they're good for blowing up hoovers), a re-chargeable dash trick, bosses and shiny things to collect are *not* new, but when they're slapped together in a friendly way, and dressed in a pretty funky character and graced with smooth-enough gameplay they prove to be a pretty good laugh, and despite the slightly suspect collision detection, that's exactly what *Bonkers* is. A good laugh.

● Josse Bilson

GRAPHICS	SOUND	GAMEPLAY
86%	60%	75%
GAMELIFE	OVERALL SCORE:	
65%		74%

VERDICT: **It doesn't break any new ground, but that doesn't necessarily mean it's a bad thing. *Bonkers* is a well-worked, appealing cuddly little game, with a smattering of cartoon high-jinks thrown in for good measure. Even if he is a cop.**

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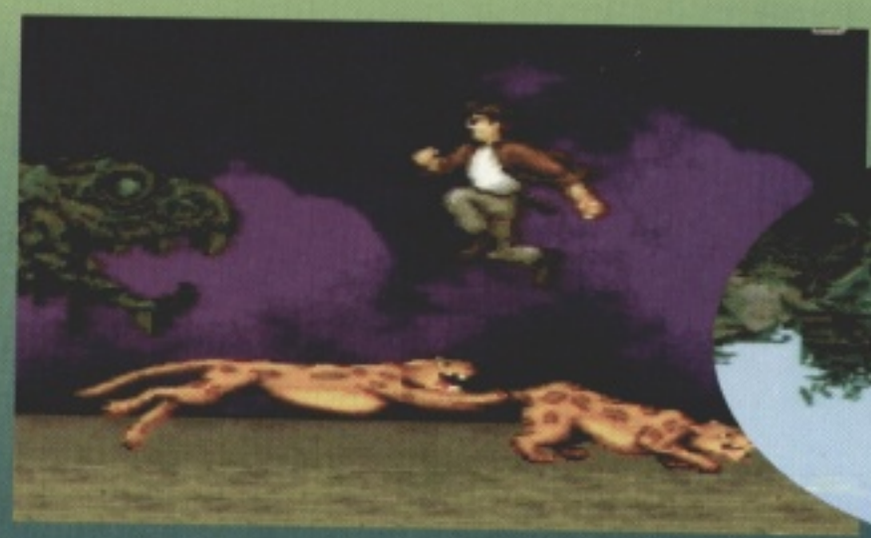
Developer: In-house
Price: £60
Release: Out now
Players: 1
Cart ROM: 16 Mbit



I scorn your terranean manoeuvres, pitiful non-aerial henchmen of lurking doom. And those of your parents.

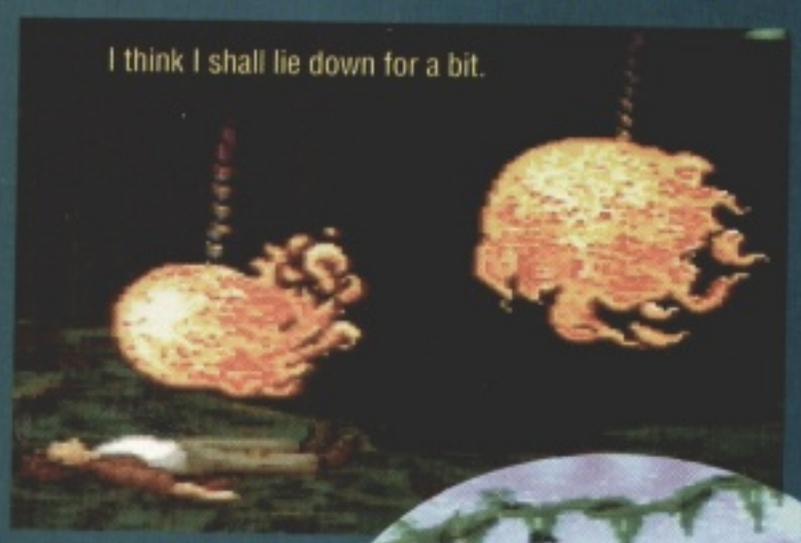
I appear to be so surprised by this unexpected large crocodile that my face has eerily imploded. A ticklish situation.

PITFALL

THE MAYAN ADVENTURE

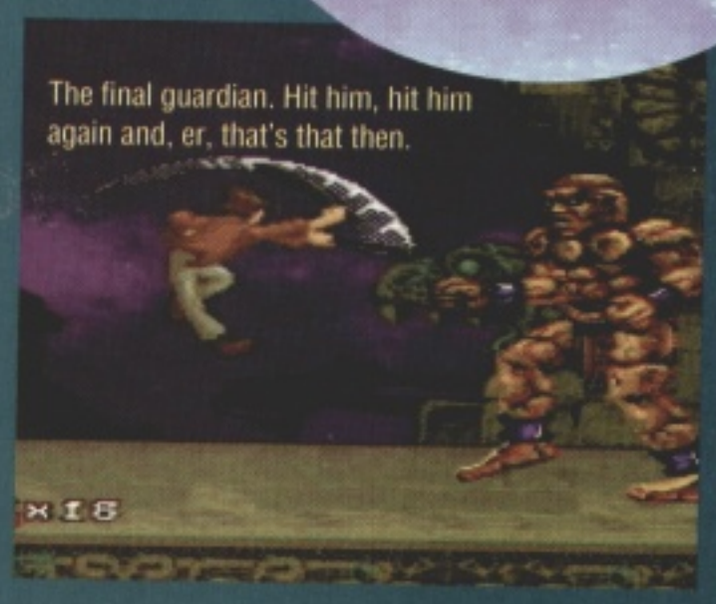
First there was *Pitfall.* And now there is a *Mayan Adventure* of it.

You don't really need the special weapons (like this boomerang, for example). But they look nice. So there.



I think I shall lie down for a bit.

That belt isn't even looped over the vine. I mean, honestly. Tch.



The final guardian. Hit him, hit him again and, er, that's that then.

GOOD, BAD OR UGLY?

Laughing with a video game is a terribly rare thing. Laughing at one is, naturally, disturbingly easy, but being presented with an appreciable joke, pun or visual non sequitur is an experience to be savoured. Like the joke at the end of *Pitfall*, for example. After defeating the final guardian, Pitfall Harry Jr breaks in to a dungeon to free his father. The original *Pitfall* was, of course, released to the VCS2600, so chained to the wall of this beautifully-realised crumbling temple is a large green blob surmounted by a square white blob. I give nothing away by revealing this ending, because you'll see it within two days of first playing the game. And therein lies this new *Pitfall's* problem.

But to begin at the beginning. *Pitfall* is an extremely slick platform game in the *Indiana Jones* mould, with lots of swinging on vines across tar pits, battling Aztec spirits, ducking under flaming chain-balls and being bitten by tiny poisonous jumping spiders. It's utterly unoriginal – you name the platform cliché, it's in there somewhere – but has been put together with such care that you can't help but have fun playing it. Your character is terrifically athletic, throwing back his shoulders, leaping on the spot and mugging for even the simplest movements, and squashing-and-stretching outrageously during his more strenuous feats. And there are a lot of them, from powersliding down ropes stretched over waterfalls to elbow-stomaching your way through the collapsed passageways of an abandoned mine. Exciting stuff indeed, and vastly entertaining, with large, intricate levels that have you lolloping hither and yon, climbing ropes 'behind' the scenery and finding one of the variously-valuable paths that lead to the next section. And – hurrah! – the monsters don't regenerate if you retrace your steps.

But, chums, you're going to see the ending within two days of picking up the cart. For example, you really have to work at falling off a platform without landing on a 'safety net' ledge, and while this is defendably commendable from a not-having-to-traipse-all-the-way-back-to-the-bit-you-slipped-up-on viewpoint, it's typical of the tenaciously friendly way the game treats the player. There's always some mechanical way to defeat a monster or avoid a trap, so instead of willowing the character through fantastically desperate manoeuvres, you just learn to associate ducking or jumping or crawling (or whatever) with certain situations. The generous energy bar doesn't help, and neither does the smallness of the game: 10 helpfully undemanding levels, a cosy showdown and that's it.

Crumbs. That's actually a little more downbeat that I meant. It *is* great fun leaping around, and the atmosphere of the Aztec setting is marvellous. (Subtly done, too – it was only after a few goes that I realised you cast a faint circle of light in the gloomy ruined temples.) There are a couple of lovely lures where you run towards a stash of tempting treasure and plummet through a false floor. And the occasional nasty bit (such as jumping from a floating platform up to a rocky ledge, only to realise the screen's scrolled away from the water so you're going to have to take a chance dropping off the other side) comes as a welcome surprise. And, of course, there are a couple of secret bits like the (bizarrely scoreless) original *Pitfall.* But, folks, I beseech you to think very carefully before buying this game.

● Jonathan Nash

GRAPHICS	SOUND	GAMEPLAY
88%	80%	85%
GAMELIFE	OVERALL SCORE:	
40%		79%

VERDICT: It's fun. But then, alas, it's over. And that price, eh?

TOTAL!

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PEACE AND JOY TO ALL MEN

The standard joypad which came with your SNES is a remarkably good piece of kit. Consider the punishment it gets, and think about how well it works, and you're bound to agree.

But there comes a time in every Super Nintendo's life when it wants to expand. Perhaps you need more pads because you've bought a Multi or Tribal Tap. Or perhaps you fancy a joystick because you're used to the ones on your favourite machines down the arcade. Or perhaps, simply, you fancy getting a new one because your little brother knackered yours when he smeared it in toxic industrial waste (as little brothers do).

So let's have a look at a selection of the latest accessories on the market. These aren't all the pads that you can purchase, by any means. But they are the most commonly available, so let's see how they stack up;

Each controller is marked on the responsiveness of the D-pad or stick, the buttons, the styling of the whole thing, the overall control and the extra features you get.

MEGAPAD VI MX-611M

Saitek – Tel: (0181) 577 1700
RRP – £14.99
Directional responsiveness – 4/5
Buttons – 3/5
Styling – 4/5
Overall control – 3/5
Extra features – slow motion, auto and turbo fire on any button

The raised D-pad is quite clicky and actually rather easy to use once your thumb gets used to moving further and pushing slightly harder.

The buttons also stick out more than on the standard Nintendo pad, and are positively clicky as well. The problem is, though, that the L and R buttons are on either side of the X button, and feel exactly the same, so they're bound to confuse. Also, all six buttons are arranged in two banks of three, totally unlike the Nintendo standard pad. This makes the buttons a right git to learn, no matter how well they work.

HEATSEEKER

Fire – Tel: (01302) 751 428
RRP – £14.99
Directional responsiveness – 4/5
Buttons – 4/5
Styling – 4/5
Overall control – 4/5
Extra features – slow motion, auto and turbo fire on any button, set of extra buttons

A fair bit bigger than a standard pad, this one has loads of features, as well as a decent set of controls. The D-pad works nicely, although it would be perfect if it had a touch more travel in it (ours has loosened up in the office after a few weeks play, though, which helps.)

The buttons are also fine. The extra set probably won't get much use because naturally your fingers go to the standard Nintendo positions, but if you persevere you could probably get used to them, even though they are a little small. Overall, though, a good pad indeed.

QUICKSHOT JOYSTICK QS-190 MAVERICK

Quickshot – Tel: (0181) 365 1993
RRP – £15.99
Directional responsiveness – 4/5
Buttons – 2/5
Styling – 3/5
Overall control – 2/5
Extra features – slow motion, turbo fire on any button

The QS-190 does have a nice stick. It would help if it clicked when you moved the thing around, but it goes where you point it and it doesn't take an age to get used to.

The buttons, though, are too close together and don't feel positive enough when you hit them, even though they're a half-decent size. And the positioning of the Left and Right buttons is rather pointless. So a measly two out of five for this one.

SN-6

LMP – Tel: (01992) 503133
RRP – £9.99
Directional responsiveness – 3/5
Buttons – 5/5
Styling – 4/5
Overall control – 4/5
Extra features – none

The closest thing to the standard Nintendo joypad on test this month, the SN-6 has a gritty type of finish to aid grip, as well as a wavy underside (which is, as far as we can see, pure styling because it doesn't make the pad any more comfortable).

The buttons are excellent, but the controller is let down rather by the D-pad, which works well but doesn't seem firmly enough pivoted in the middle. If you press down in the centre of the D-pad, the whole thing is depressed. Still, a jolly good bog-standard replacement pad with no frills and gimmicks (and hence less to go wrong).

ANGLER

Beeshu – Tel Special Reserve on: (01279) 600204
RRP – £19.99
Directional responsiveness – 3/5
Buttons – 3/5
Styling – 1/5
Overall control – 3/5
Extra features – turbo fire on A, B, X, Y buttons, two slow motion speeds

A huge pad that looks like something Fisher-Price might produce, the Angler works much better than it looks. The giant D-pad is fairly similar in feel to Nintendo's own, and the big, bizarrely-coloured buttons work okay as well.

But the whole thing is the size of a caravan and unless you've got oversized hands, it's difficult to see why it might appeal to you. The L and R buttons feel weird because you have to stretch your fingers to get to them. Not a bad effort, but far too big.

SN-8

LMP – Tel: (01992) 503133
RRP – £14.99
Directional responsiveness – 4/5
Buttons – 4/5
Styling – 2/5
Overall control – 4/5
Extra features: Two-level slow motion, auto and turbo fire on any button, two L and R buttons

Loads of features, and actually a very useable pad, this. The D-pad is rather wobbly, and the whole thing can be pushed in and out (why?). But it's quick and responsive.

The styling isn't to good and it doesn't feel like a quality product. Still, it works better than it looks and once you learn to leave the L and R buttons on the front of the pad alone, and stick to the shoulder buttons, you'll be performing Dragon-Punches with the best of them.

FIGHTER STICK SN

Asciiware – Tel: (0171) 738 8199
RPP – £36.99
Directional responsiveness – 5/5
Buttons – 4/5
Styling – 4/5
Overall control – 4/5
Extra features – variable speed auto and turbo fire on all buttons and slow motion

Tony's choice for *Street Fighter II*, the Fighter Stick is the closest thing to an arcade joystick we've seen. It's quick, responsive and the buttons are just like those on an arcade cabinet.

It's solidly built and looks good too. Quite expensive, but you get what you pay for. Recommended highly, according to us.

TURBO TOUCH 360

Triax/Hornby – Tel: (01843) 225555
RRP – £15 approx (or cheaper)
Directional responsiveness – 1/5
Buttons – 1/5
Styling – 2/5
Overall control – 1/5
Extra features – turbo fire on A, B, X, Y buttons

Still around in some places, although it isn't being made any more, the Turbo Touch 360 was a dreadful mistake. The idea of a touch-pad sounds okay until you try it. It doesn't speed up play at all, and you make millions of mistakes in every game. And it feels weird when you don't have anything solid moving under your thumb (as it were).

The buttons are too small and the pad itself is big, ugly and looks out-of-date. Don't bother, basically.

PROFESSIONAL QUICKSHOT JOYSTICK QS-186

Quickshot – Tel: (0181) 365 1993
RRP – £24.99
Directional responsiveness – 4/5
Buttons – 4/5
Styling – 3/5
Overall control – 4/5
Extra features – turbo, slow motion, programmable

Covered in flashing red LEDs, the QN-186 is a big chap with a swivellable mount where the buttons are situated. The idea is to tailor the position to your personal needs and desires.

This works okay, but more importantly, the buttons are big and responsive, as is the stick. The QS-186 is rather clicky, but then most arcade sticks are. A big selling-point is the memory bank, which saves the moves for combos and so on. It's not perfect, but it's a neat option and if you're crap at combos you might find it useful.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Interplay

SUPER PLAYER'S GUIDE
ROCK 'N' ROLL RACING

UK/US
Interplay/Ocean
By Zy Nicholson

On its official UK release recently, Interplay's *Rock 'n' Roll Racing* sneaked into the SNES charts and loitered with rather obvious intent for many weeks. Awarded a respectable 88% in *SP*12, we thought we'd offer a few tips for those players who've only just discovered what reviewer Cam Winstanley described as 'a perfect blend of racing thrills, explosions and bouncy cars with huge shock absorbers'.

HIDDEN CHARACTER

A secret character is concealed within the game – and it's none other than Olaf, one of the stars of Interplay's *The Lost Vikings*. Olaf has +1 in Acceleration, Jumping and Top Speed, so he's better all round than most other drivers. To find him you need to go to the character selection screen, hold down L, R & SELECT and push right to cycle through the possibilities. Olaf pops up just after Tarquinn.

HIDDEN PLANET

It's possible to practice the bonus tracks of INFERNO in the one or two player Versus Mode, although you won't see them normally unless you play through to the end of the Warrior match. As with Olaf, the trick is to hold down L, R & SELECT as you cycle through the planets. Inferno appears just after NHO, and features scaly tracks with damaging lava pools and the most horrendous reverse warps imaginable.

START THE GAME WITH A SUPER CAR

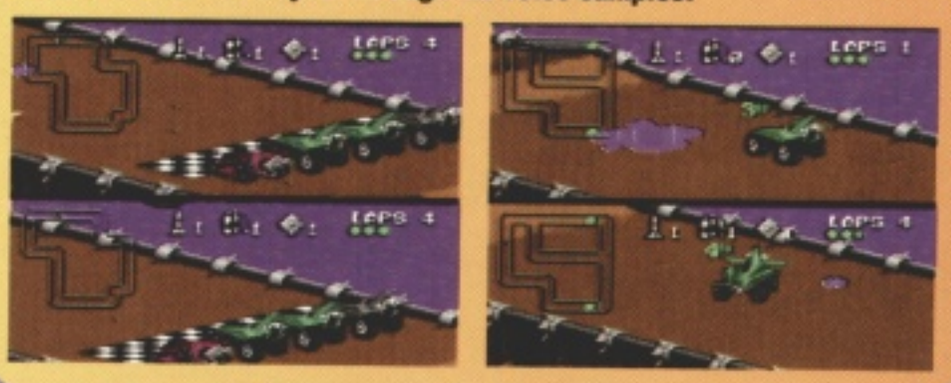
Start a one-player game and play through until you advance to Drakonis and can afford to buy an Air Blade. Get a password to let yourself continue, then reset your SNES. Now go to the password screen, select a two-player game, enter the password you were just given in the player one space, and simply go to 'end' in the player two space. The new player two will drag player one down to the first planet, so player one will be effectively starting the game on the first level with enough money for an Air Blade. If you want to use this car in a one-player game, you can. Just start the two-player bit, drive through the first season (passing player two's stationary car each time around for a lapping bonus) and advance to division A. When asked if you want to 'Leave your loser friend behind?', say yes, and you will be given a password for a souped-up car in div A of Chem IV.

PLAY AS THE SAME CHARACTER

This is a variation on the Super Car cheat above, but even craftier. Have you ever been annoyed by your mate choosing Snake, relegating you to a lesser player? No more worries. Start a one-player game and choose the character you both want to be. Then go to the options screen and note down the password. Reset your machine, choose the two-player mode and enter that same password for both players. Start the game and you'll be like two peas in pod. Unless one of you buys a new car, however, you'll both be stuck with identical vehicles too. Which causes Larry no end of confusion.

Talking of which... The chances are you'll get fed up with him, but if you want to hear the extent of commentator Larry Huffman's vocabulary then there's a cheat to do it. Go to the Fix Screen and move the cursor over 'Larry', the on/off toggle option for the running commentary. Now use the L & R buttons to cycle through his voice samples.

Thanks to Karl Green of Harrow for this petit tipulet.

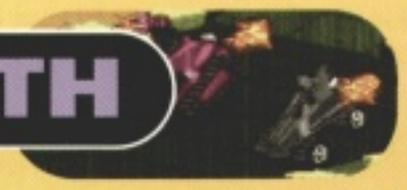


JESUS BUILT MY HOT ROD

There are two distinct strategies for winning, which we'll call Speed and Death. Both of them involve intensive customising, but your spending priority should always be to buy the best car available on each planet. A new vehicle is at least as good as buying a better engine plus better tyres plus better suspension, so avoid the temptation to get another hood-mounted cannon until then.

SPEED

Going all out for a fast driver and a superior engine will take a great deal of money – it costs $220,000 ($40k + $£70k + $110k) to get the best motor for your vehicle – but it's easily the most effective method of assuring a first place finish, 400 points and $10k winnings. If you can stay one stretch ahead of the pack then there's never any danger of getting blasted, and you'll have space to concentrate on driving. If an accident befalls you then you still have a chance of regaining a lead, recovering third place at the very least, so the *Speed* strategy is good for scoring points.



DEATH

More guns means more fun, however. If, at any time, you're able to mine the car behind and blast the car in front then you'll never have any trouble holding your position. A bonnetful of missiles can also earn extra cash in the form of an attack bonus. Combine this with the wads of moolah that litter the track and even second place can be worth a good $10-14k: a weapon upgrade every one or two races will easily pay for itself. Furious and frenzied, the *Death* strategy is good for your wallet.

LET THE CARNAGE BEGIN

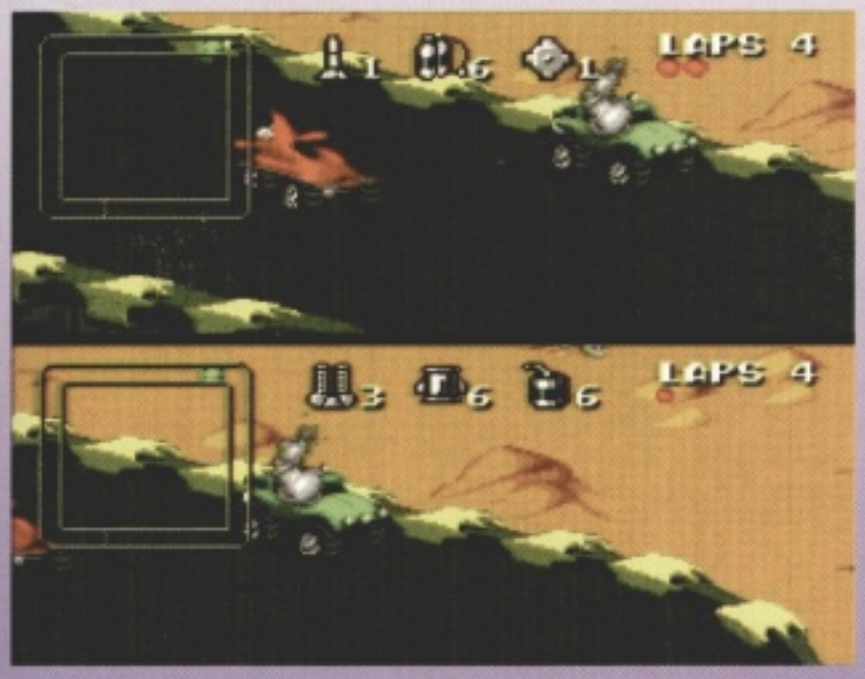
A good or bad start can affect the outcome of the rest of your race, but there are two basic tactics for the starting grid. The first is to hang back for a moment, avoiding the melee and then taking your pick of targets for rocket practice (at that range you can launch several rockets in a second and waste one or two of them quite easily). Alternatively, if you have at least one nitro, zip ahead and lay a string of mines. Your opponent will soon suss the first tactic and imitate it, at which point it's wise to invest in armour and nitros.

Damage can be incurred, not just from weapons and mines, but from scrapes against (a) other cars, and (b) the side of the track. Using this to your advantage is one of the game's master tactics. Ways of hurting an opponent include knocking them against the edge of the track and grinding them into it, or shunting them in the exhaust at high speed. The sides of the vehicle are the weakest points, being vulnerable to the reinforced bumpers of opponents. When another driver takes a corner slightly ahead of you, on the outside, ram them into the barrier with a nifty nitro. In a side-to-side tussle with another car it's generally the slower car that comes off worst, although it can be ambiguous: to improve your chances of ruining their paintwork in all such scrapes you should hit the nitro without fail.

Of course, if someone tries this on you as you corner then you can catch them out by performing a sharp spin on the L or R collar buttons and hitting the rocket launcher. Their proximity will mean that you rarely miss.

Above: an Attack Bonus, and you haven't driven an inch. That's the way to do it.

Below: hey, isn't that Herbie? Nitro! nitro! Nitro! Right: Herbie Won't Ride Again.



MINES

If you're going to lay mines then lay as many as you've got, all in one area, across the track. Don't ration them or spread them around the course. If your enemies don't detonate them then at least they'll be slowed avoiding them, and you'll find it easier to remember when you might be approaching your own mines (explosives don't discriminate). A good technique for improving a lead is to take the turns as tightly as you can and lay a few mines in the process. Your opponent will be forced to corner wide or take damage.

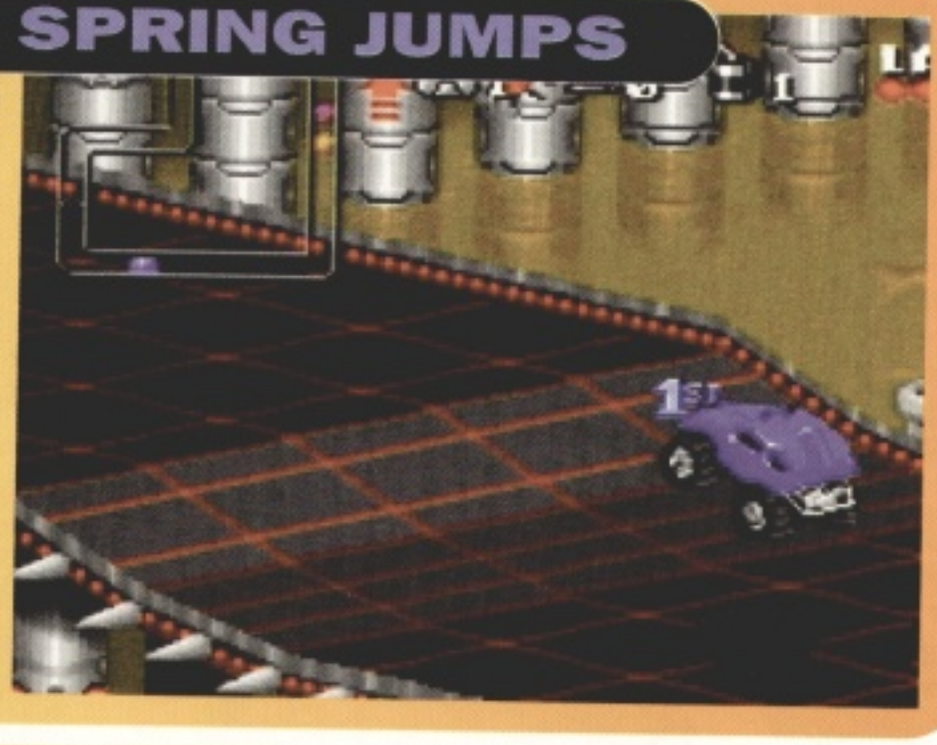
Blue mines linger, but Bear Claws are designed to catch the car just behind you or self-destruct.

HERE COMES THE TOE CUTTER

Remember, your weapons are replenished on every single lap, so loose them off wantonly and don't be thrifty. Nitros and Hydro Springs are the exception.

HYDRO SPRING JUMPS

A bit confusing at first, but if you use them at the base of a slope then you can reach the top without losing a fraction of your speed. This aside, they're pretty hopeless and occasionally dangerous when you're near the edge of the track. There's little hope of using them to avoid a rocket, despite the special ending.



Bumps in the terrain are easily overcome with deft application of the spring.

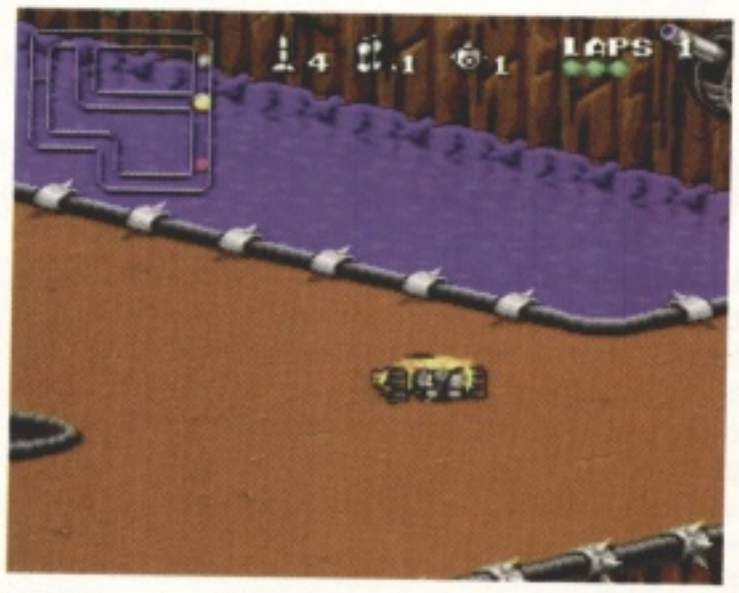
NITROS

Best saved for rapid acceleration after a crash; bombing it down a long straight; ramming another vehicle; or launching yourself at a jump. If you find yourself sliding wildly after a sharp turn, a nitro is ideal for pulling you back on a straight course. Note that certain courses of NHO necessitate a nitro boost, when one jump is swiftly followed by another.

Tricky course: hit the ramps straight on, and use a nitro when you touch down on that 'stepping-stone'.

YOU DRIVE ME CRAZY!

Memorising the courses is obviously the best method of improving your performance, but a few 'on-the-spot' techniques will set you in good stead for overcoming obstacles. If you hit a water patch and spin, turn with the spin to recover quicker. If two routes appear, take the one the CPU cars have avoided – you'll get a breather, and can often find helpful pick-ups. Finally, don't oversteer with the L and R buttons: it's great to skid like *Starsky and Hutch,* but turn early with the D-Pad and you won't lose so much speed when cornering.



This alternative route on Bogmire is worth taking – it's fast, flat and usually full of cash and health pick-ups.

There's a tendency to oversteer on these chicane corners – a little wiggle on the D-Pad will see you clear.

SPECIAL ENDING

If you finish the game on Veteran or Warrior levels then you'll be taken to a lavish alien awards ceremony and treated to a short film show of your exploits on the track. They aren't quite as you'll remember them, alas, but still worth sitting back to enjoy.

If you've completed the game in its entirety, you may be wondering how to make the game even harder. We haven't found a super-hard difficulty level, as yet, but we've set ourselves a number of challenges. Try finishing the game with one of the lesser characters, like Katarina Lyons, rather than Olaf. Or see how far you can get using nothing more than a souped-up Marauder. A completely pointless little flourish we've practiced is to finish every race with a complete spin upon crossing the line. 180s are easy, but try for the 360. Rock 'n' Roll, people.

ACTION REPLAY CODES

Got any more AR codes for Rocky Roll? We're especially interested in 'odd' effects, rather than things that are easy to find with the trainer facility.

7E0E	9D07	Unlimited Missiles
7E0E	A907	Lightning Nitros
7E0E	A505	Scatter Pack
7E0E	A107	Sundog Beam
7E0E	DF0C	Unlimited Energy
7E0E	F10x	where x is the number of laps you wish to race
7E0E	9505	Unlimited Plasma Cannons
7E0E	AD05	Unlimited Hydro Springs
7E0E	9905	Unlimited Bear Claw mines

US VERSION:

7E0E	0909	$9 million (player 1)
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GAMEFREAK

SNES TECH & GAMING ANSWERS

By Tony Mott

It takes application, much pain and frequent headaches to answer your Qs. And that's why we get Tony to do it.

From Stephen Durant, Somerset
Dear Gamefreak
Q Before I started buying *Super Play* I bought *CVG*. There was a *Mario Kart* tip in one issue which said that if you complete the 150cc Special Cup another race became available! But when I completed it there wasn't another one. Could you tell me, were they talking rubbish or has my cart gone wrong?
A Your cart certainly hasn't gone wrong, you've taken the cart to its limits – there's nothing beyond the 150cc Special Cup, unfortunately.

From Robin D Sparks, Midlothian
Dear Gamefreak
Q Could you please explain why my UK copy of *Stunt Race FX* runs in kmh instead of mph? In the manual it refers to mph.
A This is due to the UK version being based on the Japanese original, I suspect. The manual quirk is just an example of sloppy presentation by Nintendo.
Q I'm new to the world of SNES, so could you tell me the quality difference between the UK, Japanese and American machines. Do graphics look better on a certain type, for example?
A Okay, (deep breath) all Japanese and US machines are configured to run at 60 MHz, giving a full-screen display (except where software like *SFII* dictates otherwise, of course). UK machines run at 50 MHz – roughly 17% slower – and with borders top and bottom. The actual display quality depends on whether you run the signal from the SNES directly through (via a SCART socket) or by passing it into your TV's standard RF socket. The RF option gives a noticeably less clear picture and has, over the years, proved unsatisfactory for many gamers.

***Super Family Tennis*, aka *Smash Tennis* in the UK.**

Q Is *Smash Tennis* really any good? I haven't seen it mentioned in your magazine which is the only one that does realistic, non-biased reviews.
A We reviewed *Smash Tennis* initially as *Super Family Tennis* (its Japanese name) in issue 11, giving it 83%. So, yes, it is good. But not as good as *Super Tennis*.

From Sean Lee, Kirkby, Merseyside
Dear Gamefreak
Q After completing titles such as *Secret Of Mana, Zelda* and *Shadowrun*, which large scale RPG should I invest in next?
A Well, it sounds like you like your RPGs with action in them so I'd suggest *Illusion Of Gaia*. Unfortunately, like many recent ARPGs it lacks the longevity of the three titles which you mention.
Q Does *Soulblazer* have the depth and size of *Secret Of Mana?*
A No, *Soulblazer's* a mere shadow of that game in those terms.
Q Will you be doing a review of all available RPGs, ie, their content and estimated completion times and verdicts, besides your Fantasy Quest articles?
A If we can persuade the bepointy hatted Nicholson to do it then something along those lines will most definitely appear.

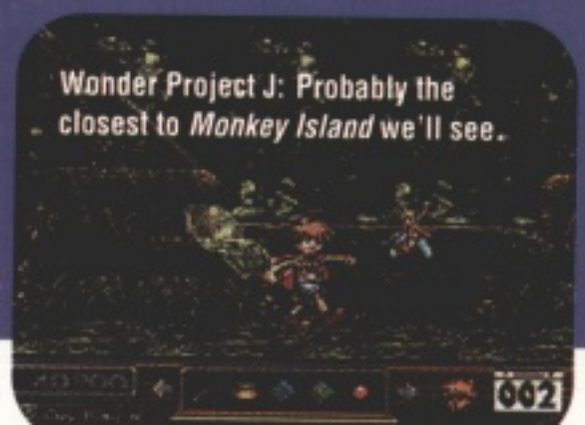
From Gareth Stephenson, Coalville, Leicestershire
Dear Gamefreak
Q I am thinking of buying an audio/visual lead from Special Reserve for my UK SNES. Will it get rid of the borders (my TV has a SCART input)?
A I must admit, I thought Nintendo gave a SCART lead with UK SNESes, they certainly used to. Regardless of that, though, no – you'll still get borders albeit with a sharper picture.

From Peter Lewis, West Wickham, Kent
Dear Gamefreak
Q When will a sequel of that great RPG *Shadowrun* be coming out?
A *Everybody* is asking this question. The truth is, nobody really knows. The last game created by Beam (*Shadowrun's* creators) was *Choplifter III*, released through Ocean. They've been awfully quiet since, so don't hold your breath.
Q Will *Lethal Enforcers 2* be making its way to the SNES or even the Ultra 64?
A It's appearing on the Mega CD because it was a hit on that format originally. The SNES version wasn't so it won't, apparently. And I doubt Konami will be producing it on the U64, either.

From Fraser Kidby, Northampton
Dear Gamefreak
Q I've often read that the SNES can't rotate sprites, only backgrounds. But a lot of games I've seen recently seem to manage this perfectly. So what's the deal?
A It's the term 'sprite' which is most under scrutiny here. The SNES certainly can't apply Mode 7 to hardware sprites – which are the sprites referred to in the stuff you've read – but software-generated sprites can be rotated, bent, and have just about anything done to them.

It's even been claimed by some that Mode 7-manipulated software sprites have to not interfere with the play area, that they must have their own specific window. Not true. Witness the helicopter in *Time Trax* or any of the 3D bosses in *Goemon 2* for perfect examples of the SNES blending them with standard bitmapped characters and background data. Don't believe everything you read (except in *Super Play*, of course).
Q How much more life do you think the SNES has in it before it goes the way of the NES?
A Obviously, at the moment everyone is looking

From Chris Williams, Windsor, Berkshire
Dear Gamefreak
Q I'd like to become a game producer or director working on game storylines and character design rather than programming. If I want to work on RPGs will I have to learn Japanese and then move to Japan?
A Moving to Japan?! Hmmm. No, instead, try scanning through the jobs section in *Edge* magazine – you'll finds plenty of companies looking to recruit talented game designers. Get your foot in the door via that route and build from there.
Q Will we ever see an RPG as good as *Mana* again?
A After playing *FFIII* I'm convinced that Square really can do little wrong. So count on the planned *SOM2* being even better than the first game.
Q Are there any plans to make any of the *Monkey Island*-type adventures for the SNES or Ultra 64?
A Future Ultra 64 titles are still guarded with an iron veil so I can't vouch for that format. But you might be interested in Enix's forthcoming *Wonder Project J*, due out in Japan right about now. It looks *Monkey Island*-ish and could well get an English translation if it performs well over there.



Wonder Project J: Probably the closest to *Monkey Island* we'll see.

From G Roberts, Camberley
Dear Gamefreak

Q Does the Phase 9 Multi-Player Adaptor work with all four-player SNES games or should I get a Hudson Soft Multitap?

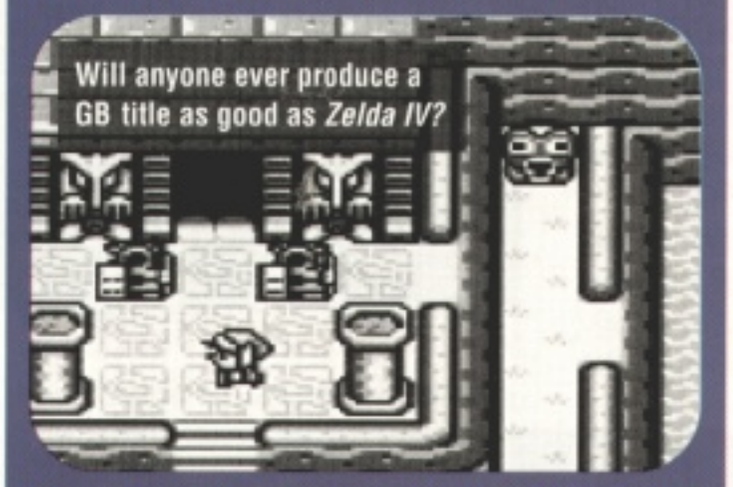
A There are lots of multitap clones doing the rounds at the moment and all of them – including the Phase 9 – should work perfectly well with everything.

Q Are the sound capabilities of the SNES really good enough to warrant me spending £10-£15 on an audio lead?

A If you appreciate video game music in its own right, like most of our readers appear to, then yes it is.

Q I've got a Game Boy and a few games. Is a Super Game Boy worth the money?

A Tricky one, this. I reckon it's most suited to SNES owners who *don't* already have a Game Boy, thus giving them opportunity to play one of the best games on any system, *Zelda IV*.



Will anyone ever produce a GB title as good as *Zelda IV*?

Q Why is Dominik Diamond such a sad, unfunny, smarmy git when he presents *GamesMaster?*

A Blimey, even trickier. On the few occasions that I have seen the new series, he just didn't really have the enthusiasm that he used to. His new laid-back attitude and lack of nob gags doesn't help the show any, that's for sure.

From Grant Stephens, Bundamba, Australia
Dear Gamefreak

Q While flicking through the Kyoto report in *SP*19 I found, via close study with a magnifying glass, what appears to be an *Astro Boy* game on the Super Famicom. Have the Japanese been hiding this game from us?

A There *is* an *Astro Boy* game, but the game you circled in your enclosed cutting from the mag is actually *Goemon 2*. Don't worry about missing out with *Astro Boy*, though, it's a badly-programmed and highly tedious platformer which doesn't deserve to make it over here.

Q In Australian Nintendo mags they've been showing previews of an *Akira* game. Do you know anything about this game?

A Yes, it's due from T*HQ fairly shortly and is, according to early reports at least, nothing special. Expect it to be a mixture of platform and driving action.

GAMEFREAK'S MOST WANTED

1. Darkstalkers (Capcom) ● Release: TBA

Still no official word from Capcom, but there's more chance of me waking up tomorrow morning with my head sewn to the carpet than there is a SNES version of this not appearing eventually.

2. Dracula X (Konami) ● Release: Early '95 (Japan)

Okay, so the *PCE Super* CD-ROM game wasn't actually as good as *Castlevania IV* on the SNES, but this'll improve upon it beyond most people's expectations. Expect another fantastic Konami game.

3. X-Men: Children Of The Atom (Capcom) ● Release: TBA

This is still relatively fresh to the arcade scene, and it bears more than a passing resemblance to *Darkstalkers*. Which, of course, makes it a top game. Again, a SNES conversion must be inevitable.

4. Chrono Trigger (Square Soft) ● Release: (Japan)

Information on this is trickling through at a slow but steady rate, and everything about it looks incredible, from the *Toriyama* game campaign artwork to the gorgeous in-game graphics.

5. Dirt Trax FX (Culture Brain) ● Release: Early '95 (USA)

After the slight disappointment which was *Vortex*, I'm eager to see the finished *Super FX 2* efforts of someone other than Argonaut (in this case, the American-based developers Sculptured Software).

ahead to the next generation of 32- and 64-bit machines, so your question is particularly pertinent. The way I see it is that the NES was popular with mainstream Japanese gamers for about 10 years, (an uncommon lifespan, even for Japan). The SNES is obviously enjoying widespread popularity, but in its case the competition was quicker to arrive. Put into perspective I'd say this is going to lead to a point within about two years where the SNES' popularity falls off dramatically.

This is, of course, taking into account the current SNES hardware situation. If, as has been rumoured heavily of late, Nintendo finally press on with the Philips-derived CD-ROM add-on then the whole ball game will change – in much the same way as the Mega Drive's will with the advent of Sega's ingenious 32X. And I reckon some form of upgrade *will* appear. Not just a cartridge-mounted custom chip in the odd title here and there but a full-blown effort capable of almost re-inventing the system. Wait and see...

Q Which of the next generation machines are you most looking forward to?

A Well, as the cliché goes, software sells machines. Which means that at the time of writing I can't commit myself wholeheartedly to the Ultra 64 because I only know about two of the games planned for it. Sony's Playstation, by comparison, already has wheelbarrows full of software announced and nearing completion. And we're talking about games from the likes of Konami and Capcom – it all looks like top drawer material.

Until Nintendo tell me what they have with which to counter Sony and Sega, logic tells me to go with the Playstation, however disloyal that may sound. Nintendo's Virtual Boy looks very exciting, though.

From Jonathon Burle, Oadby, Leicester
Dear Gamefreak

Q Why do you still prefer *Super Mario Kart* over *Street Racer?* Surely its four-player mode and all of the other options make it as good?

A Not for me. All the options in the world can't match up to *Super Mario Karts'* supreme raw playability. Don't get me wrong – *Street Racer* plays well enough but it just doesn't have the almost natural driving feel of *SMK*.

Q I'm still confused over megabits compared to megabytes. Just how large in megabytes is *Donkey Kong Country?*

A Sega started this somewhat messy situation in their attempts to make early Master System games look bigger than they actually were, and it can be a bit of a pain. One megabit equals 64 kilobytes, ie, an eighth of a megabyte, making *DKC* three megabytes worth of code (an elephantine amount of which is taken up with the SGI graphics, obviously).

Q Do you know of any good shoot-'em-ups appearing soon?

A Obviously there's *Ultra Parodius* but apart from that, blasters – good or bad – are worryingly thin on the ground. The only exciting development is Athena's *Shoot-'em-up Construction Kit* which is already proving popular in Japan. I'm hoping that it'll spark off something of a revival because shooters are among my faves.

From Nemo, Fife,
Dear Gamefreak

Q Are there any plans for a SNES version of Amazing Studio's *Heart Of Darkness?*

A Amazing Studio are concentrating on PC releases only so it's highly unlikely.

Q Is *Sensible Golf* ever going to appear on the Super NES?

A According to Sensible a Mega Drive version is definitely on the cards but no SNES version is planned. The cads.

Q When are *Sensible World Of Soccer* and *Cannon Fodder* likely to appear?

A *Sensible World Of Soccer* is currently being allocated to a programming team so the release date is unknown, *Cannon Fodder* should be appearing about now.

ANY QUESTIONS?

Well, you know what to do with them. No, not *that* – luzz 'em into a suitable post-office-approved receptacle to this address: Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

MODE 7

By Allan Brett

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

If Mode 7 were a mountain it would be Everest, a pinnacle overlooking the world. Yet again I have another batch of tips so hot that even touching this page may give you second-degree burns. But before we proceed I'd like to stress to you all that I've received over 200 letters on *MKII* and they're all for the same tips. Please don't send any more unless it's something we haven't seen, or pretty soon I'll end up suffocating under an avalanche of waste paper. For those of you who do have tips please send them to this address: Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

MORTAL KOMBAT II

(Acclaim) *SP*24: 90%

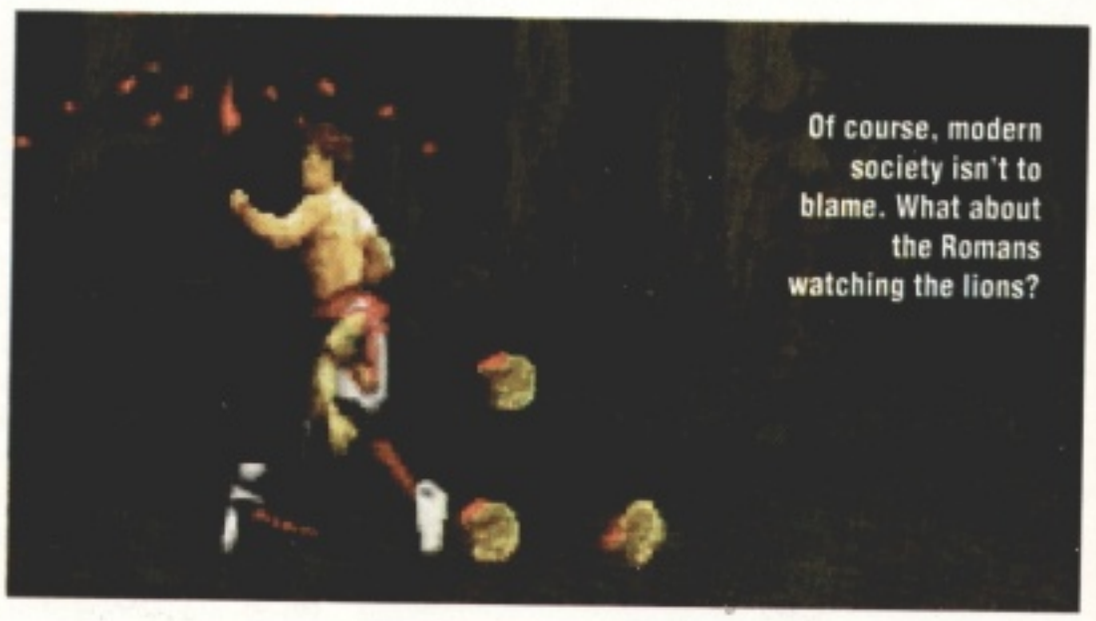
- **Triple finishing move time**
- **30 credits**
- **Jump straight to bosses**
- **Jump straight to hidden characters**
- **ERMAC**
- **Pong**

This is getting just a little ridiculous, but here we go. The infamous Graham Duffy fellow has been at it again, and he's found some fascinating cheats that are accessed through the same method as last issue's mega hit kill cheat. Enter the following combinations very quickly on the character selection screen – the sound of a 'yes!' will let you know you've done it fast enough.

30 credits: DOWN, LEFT, UP, RIGHT, DOWN, SELECT
Fight Noob Saibot: LEFT, UP, DOWN, DOWN, RIGHT, SELECT
Fight Smoke: UP, LEFT, UP, UP, RIGHT, SELECT
Fight Jade: UP, DOWN, DOWN, LEFT, RIGHT, SELECT
Fight Kintaro: UP, DOWN, DOWN, RIGHT, RIGHT, SELECT
Fight Shao Kahn: right, UP, UP, RIGHT, LEFT, SELECT

There would seem to be cheats to play as these characters, so look out for them in the next issue of *Super Play*. Graham thinks that *Pong* is accessed by setting the handicap bar two positions to the right for player one and one to the right for player two, then winning 150 games in a row. He also reckons – although lack of time means we haven't tried these yet – that ERMAC, from the first *Mortal Kombat* game, appears as a character in this home conversion. Alter the handicap bars on the option screen so that player one's is all the way to the left and player two's is all the way to the right. Start the game and win 350 battles without using punch and you'll be given a code to make you ERMAC. Is the boy Duffy hallucinating again?

Mortal Kombat or *Immortal Wombat*? Eh?



Of course, modern society isn't to blame. What about the Romans watching the lions?

ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Another month and another sackful of letters containing your pleas for salvation. It's a damn good job that the *Super Play* gaming oracle is on hand to relieve your stresses and ease your pains.

DEAR ALLAN,
Could you tell me what the cheat does at the beginning of *MKII* when you hold down L and R. All that seems to happen is Kintaro and Shao Kahn smash up the Acclaim sign.
Andi Hembury, Bristol

ALLAN SAYS:
That is the tip, holding L and R just resorts in the bosses smashing the Acclaim sign up: however, if you hold L and R on the title screen and press START you will be transported to a secret two-player endurance match.

DEAR ALLAN,
I am having trouble performing Raiden's uppercut explosion fatality on *MKII*. What am I doing wrong?
Martin Beaver, Swindon, Wiltshire
ALLAN SAYS:
I think your problem is that you are probably starting to charge your High Punch when you are prompted to finish your opponent. Try charging it up as soon as your opponent reaches half energy, for example. This way you know that as soon as the Finish prompt appears you can walk straight up and it's bound to come off.

DEAR ALLAN,
I can't find the object that lets you carry more bombs and arrows on *Zelda*, where is it?
Karl Jones, West Midlands
ALLAN SAYS:
You are mistaken in looking for an object that allows you to carry more. Instead, you should go to the centre of Lake Hyrule (you'll need the flippers) where you can enter a fairy cave containing the Pond of Happiness. After throwing in 100 Rupees you will be given the opportunity to carry more bombs or arrows. Keep returning and throwing in money to carry more and more of each.

DEAR ALLAN,
Help, I can't beat Kintaro, he keeps stamping all over me. What do I have to do? By the way, I always play as Reptile.
Nicholas Yeowell, Islington, London

DOUBLE DRAGON V

(Tradewest) *SP*25: 39%

● **Fatalities**

Probably the worst beat-'em-up since *Pitfighter*, or maybe *Combatribes*, and if you have been out and bought this game then you have my deepest sympathies. Fortunately a tip has come to light and it's a bit of a blinder too – should prolong the gamelife by a few minutes, I reckon. What you have to do is wear your opponent's energy bar down to almost nothing in the final round and make sure that you use strong punch to deliver the final blow. If your distancing is correct you'll see your enemies die in a variety of gruesome (albeit badly animated) ways. For instance. Billy and Jimmy Lee explode leaving only their swords and a badly charred skeleton, Jawbreaker's teeth fall out and Trigger Happy just blows up leaving no trace at all. Not a bad tip for such a disastrous game.

Can a good tip make a poor game better? We ask Imogen Stubbs later.

PHALANX

(Kemco) *SP*1: 70%

● **Hidden Level**

A cool cheat for this old and crusty shoot-'em-up comes courtesy of Damian Jordan from Tameside. It's to find a hidden level, and here's how you do it. On Level 2 you will see a small red oblong at the top of the screen: if you fly into it you will be warped to the secret level and after a brief stay you will be warped back to the real Level 2. A little further on into Level 2 you get a second chance to go to the secret level but the red oblong is somewhere at the bottom of the screen (and be warned that Level 3 goes a bit funny if you do go to the secret level).

When your mother tells you not to eat *two* bowls of Ready Brek, kids, *listen*.

EXHAUST HEAT 2

(Seta) *SP*18: 83%

● **Prototype engine**

Want to travel at speeds around 700kph for one race? Well here's a tip to do just that, build up your cash until you have at least $100,000 and then go to the mode select screen and choose the R&D option. Then, on the R&D screen, choose the Lab Option and once in the Lab, highlight engine and put $100,000 into development. Eventually the prof will appear announcing that your Super Special Grade Engine is complete and ready to go. When you want to use it press B and A together during a race.

SUPER FORMATION SOCCER '94

(Seta) *SP*18: 83%

● **Eight secret teams**

The Super Formation Soccer games will always have a space in my collection (I think they're the best footy games around) and now an amazing tip has come in to select any of eight secret teams by inputting this code on the title screen: Y, A, X, A, Y, X, A, B, Y, X, A. The start any mode bar the Asian preliminaries of World Cup Mode and, when you reach the team select screen, cycle through the team menus using the L and R buttons until you reach a menu marked SPECIAL with eight new teams all ready to be put under your managerial finger.

Cheer up Bruce. Everyone occasionally lets in goals which they'd normally save.

GAME GENIE CODES

MORTAL KOMBAT II

RETT A6Y6 – Test mode

DDB5 1FF7 – Player two or computer is killed by one hit
C2C4 47AA – Infinite continues
6DC7 1DAA – Infinite time
CBC6 3D6E – Use these two codes to always fight a certain character
FxC6 3DAE – (Replace x with A-Kintaro, 2-Shao Kahn, 3-Smoke, E-Noob Saibot, D-Jade)

ALLAN SAYS:
Actually, Kintaro is very easy when you know how to beat him so here's how to do it: At the start of the match jump back until you are about a character length away from the very back of the area and then start throwing out your Acid Spit continuously. Normally this will result in Kintaro zipping out of the screen and then landing on you – which is what you want, because after he has treaded on you he will jump left a little. After he has jumped off and you are back on your feet, walk into him and make sure he is in the very corner. Once you're convinced he can't move back any further start hitting Low Punch rapidly and he will be hopelessly trapped and die quite swiftly.

DEAR ALLAN,
Can you tell me how I get to the hidden zone on *Mario Kart?*
Ian Crighton, Dundee

ALLAN SAYS:
If you finish Mushroom Cup, Flower Cup and Star Cup on 100cc and win gold in them all you will be permitted to enter the new Special cup on your next go.

DEAR ALLAN,
I'm stuck on Level 40 of *Populous 2*. Have you got any cheats for me, or some passwords I can use?
Michael Marsden, Liverpool

ALLAN SAYS:
I hope this code for Level 41 comes in very handy: 8Gjw!!RKD#$!!ST.

DEAR ALLAN,
I'm stuck on *Secret of Mana*. Where can I get the Flammie Drum?
Brian, Deep Space

ALLAN SAYS:
I'm afraid you'll just have to wait like everyone else. Stay calm, you'll get it after you've fought your way to the top of Northtown Castle.

LOST SOULS
Oh the shame of it! I've been reduced to begging for help in my own column and over something that has such a simple solution as well, most probably. On *Illusion of Gaia* I have been chucked in prison and I can't escape. In my cell are a few blocks (which I've tried to move) and a ball and chain. Please can somebody put me out of my misery? Write in to the usual address. (*Surely you don't mean right at the beginning of the game, where you wait around in prison until the pig arrives? – Tony.*)

ONE FINAL WORD

Does anyone know the significance of Johnny Cage's red shadow kick in *MKII?* If you do could you share it with me?

SEND YOUR LETTERS TO:
Ask Allan, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

SUPER TROLL ISLANDS

(American Softworks) *SP*20: 70%

- **Level Select**

The level selects are certainly coming out in force this issue, aren't they? To pick any level at all simply pick the following colours on the troll select screen: Blue, Red, Green, Red, Pink, Blue, Pink and if it has worked the cat in the room should disappear. To choose your desired level just pause the game and change the number in the corner to that of the level you want and then unpause.

ACTION REPLAY CODES

F-ZERO

7E000010 + 7E008000 – Absolute mayhem: loads of computer cars flying all over the place

7E0B210F – Drive at breakneck speeds

MORTAL KOMBAT II

(Action Replay II only)

8087 0CA1 – You must enter this code before using any of the following:

7E2E FAA1 – Infinite energy player one

7E30 A8A1 – Ditto player two

7E2E E405 – Special two-player combat mode.

7E32 86xx – Number of wins for player one

7E2E F60x – Character select for player one: note that C, D, E & F allow you to play as Kintaro, Shao Kahn, Smoke and Noob Saibot respectively!

7E30 A40x – Character select for player two: as above

7E32 6E0x – Background select

85D7 8600 – Fight on a black background

85E31B00 – All characters are 'Noobed'

SUPER STREET FIGHTER II

7E02 B1xx – Changes the colour of fireballs

7E05 DDx0 – Changes player one's colours (even numbers plus A, C & E are all-new colours)

7E09 8001 – Use the following codes together to allow player one to launch

7E09 8101
7E09 8800
7E09 8202

} Up to four fireballs at once. The Action Replay must not be enabled during the intro, and it may crash sometimes.

HOT SHOTS

Time to draw this competition to a close as, despite the incredible number of genuinely impressive entries you sent in for this test of skill, some astounding players have come forward.

It seems we have a couple of new champs in the house and they aren't telling porkies either because, like all the names on this list, they sent photographic evidence to prove their claims. The other winners have remained unbeaten for many months, so congratulations to them too.

NTSC cart on a PAL machine

Radio Control 1 0,05,87
Neil Freeman, Weymouth
Easy Ride 1,12,09
Riz Fadzlin, Sheffield
Aqua Tunnel 1,32,29
Riz Fadzlin, Sheffield
Sunset Valley 1,33,31
Riz Fadzlin, Sheffield.
Night Owl 1,57,86
Riz Fadzlin, Sheffield
Rock Field perfect with 91 seconds left
Mark Webster, Sheffield and Riz Fadzlin, Sheffield

NTSC cart on NTSC machine

Radio Control 1 0,07,03
George Talianos, Epsom
Easy Ride 1,24,91
Justin Keeling, London
Aqua Tunnel 1,52,33
Richard Barrie, Somerset
Sunset Valley 1,51,51
Richard Barrie, Somerset
Night Owl 2,22,14
Richard Barrie, Somerset
Rock Field perfect with 73 seconds left
Richard Barrie, Somerset

In a prize bonanza unheard of since the days of *Blankety Blank*, these *Stunt Race* stars have won the spanking new *Super Play* T-Shirt, designed by Wil Overton, plus a binder and other related goodies. Commiserations to those of you who came close, or were knocked off the hi-score table: we don't want any more entries, but let these times stand as an incentive to improve your personal best. Look out for an all-new Hot Shots challenge in the near future, too.

SPARKSTER

(Konami) *SP*25: 89%

- **Level Select**

Cor Blimey, that was quick. Graham Duffy is a man who doesn't mess about as far as tips are concerned, as he's proved by sending us this level select for this smart platformer. On the title screen press: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and you will be presented with a level select option which you can use to finish the game as soon as you've bought it. Laugh at your mates as you pretend you're such a gaming god that you've finished it on your first go...

SATURDAY NIGHT SLAM MASTERS

(Capcom) *SP*22: 78%

- **Weapons in the ring**
- **Instant anger mode**

At the end of the day this is a bit of a duffer – not as bad as *DDV*, but hardly a beat-'em-up of Capcom quality. However, we have a couple of tips that will breathe a bit of life into it and the first will certainly brighten up the action in any ring. If, in a single match, you climb out of the ring and grab any of the objects outside (either a table or a box) then you can use them in the ring by going around the side then jumping and throwing it into the ring. Now climb back into the ring and pick up your makeshift weapon to give your opponent a right good licking.

The other tip is to make your wrestler angry whenever you want: all you have to do is climb the corner post and press the fall button to turn your player into an inconsolable ball of rage.

Cover your ears. When this one lands it'll measure on the Richter Scale.

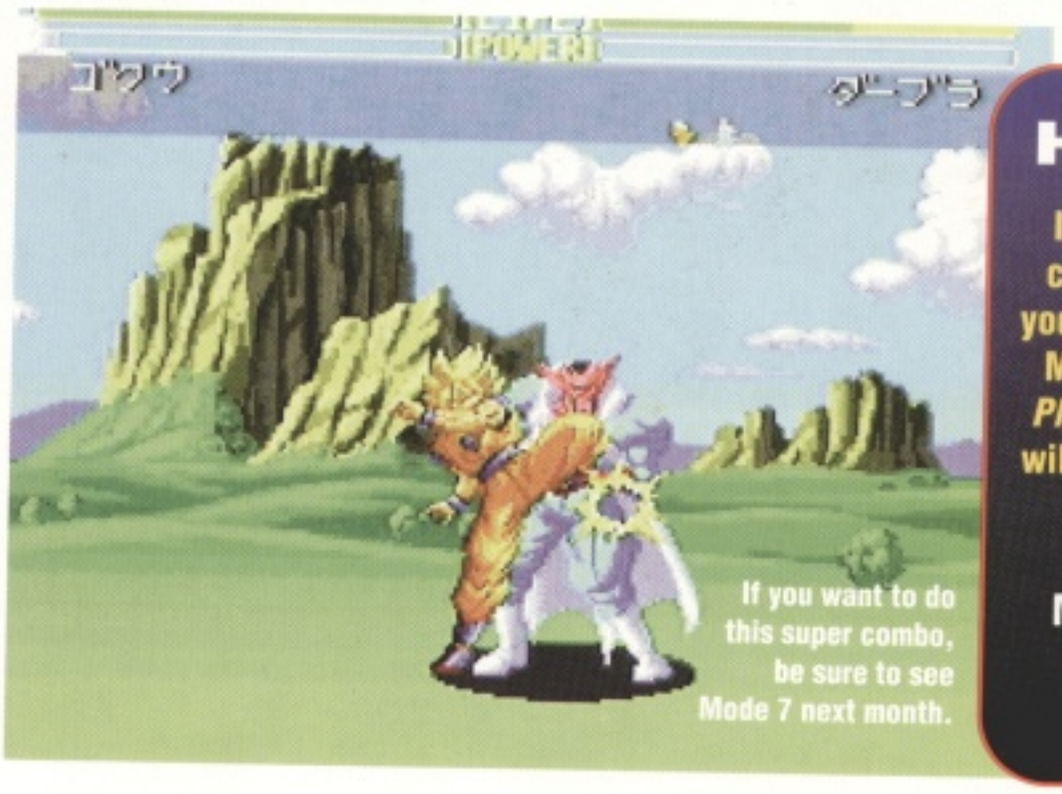
DRAGON BALL Z 3

(Bandai) *SP*27: 70%

- **Secret Character**
- **Increase your attack points**

William Wong from Cheshire has provided a real juicy tip for Bandai's third installment in the *Dragon Ball Z* series, it allows you to control Trunks from *Dragon Ball Z 2* and this is how you do it: On the character intro screen press UP, X, DOWN, B, L, Y, R, A.

The second tip is to increase your attack points and to do it you must press LEFT, L, R, RIGHT or DOWN, X, UP, R or UP, L, DOWN, Y when the players are talking before the fight.



If you want to do this super combo, be sure to see Mode 7 next month.

HOLY END BIT!

If you have a burning hot cheat or code and want to see it, alongside your name, in the Hall of Fame that is Mode 7, DON'T phone up the *Super Play* Team. They are scoundrels and will laugh in your face. Instead, send your treasure to me at:

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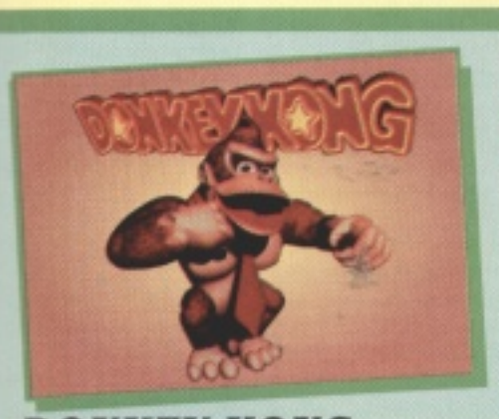
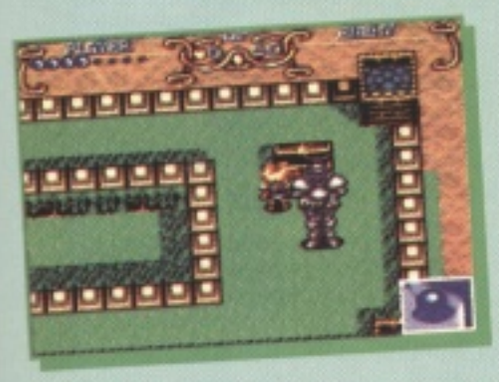


DONKEY KONG COUNTRY CALL

RETURN OF THE JEDI CALL

FINAL FANTASY III CALL



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● Sega Mega Drive, seven games – Street Fighter II, two pads worth £300. Will sell for £120 or swap for SNES + games. Tel: (071) 737 0277.

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● UK SNES, two controllers, 13 games and universal adaptor games include Street Fighter II Turbo, Bomberman and Starwing £280. Please call on: (0634) 715257.

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● Neo Geo SCART for sale includes two joypads and the best beat-'em-up Samurai Shodown. All in good condition especially for £300 ono. Tel: (0932) 285766.

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● SNES CD32 and CDi consoles and games for sale and swap. SNES Street Fighter II Turbo (Jap) £25, Tiny Toons (US) £20 and lots more. Tel: (0934) 833788.

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● UK SNES (PAL), five games all above 90% including SFII Turbo and Turtles Tournament Fighters, two normal pads, one SN propad, converter, all boxed, all leads, good condition, plus loads of console mags, all for only £150 ono. Tel: (0892) 665558.

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GAMES FOR SALE

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● UK SNES games: Super Probotector, Mario All Stars, Zelda, Super Metroid, Equinox, Mystical Ninja, Sim City, Another World, Addams Family. All £25 ono. Tel: (0973) 311537.

● Super Scope and six games £15. Yoshies Safari £10, both £20. FIFA Soccer £20. All UK, boxed, perfect condition. Stunt Race FX US £25 boxed, perfect condition. Call: (0903) 773660.

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● SFII (Jap) £15, Madden '93 (UK) £15, Mario World (UK) (instructions, no box) £15 or £40 for all three. Birmingham area. Tel: (021) 554 8015 and ask for Jeremy.

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● For sale – Super SFII £35 without six button pad, £45 with six button pad. Contact: (0308) 425190 and ask for Tristan.

● Anyone want Super Play issues 2-14. Ring now to enquire. Also TOTAL magazines, issues 1 and 2, and SM Pro autopad for sale. Good prices. Anyone selling US comics of any sort please ring: (0582) 604410.

● US Stunt Race FX for sale – excellent condition, boxed with instructions – £25. Phone on: (0892) 523095.

● The fab SNES Jurassic Park (89%) for sale. In mint condition. Only £15. Postage free! Tel: (0622) 352945 after 8pm.

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● SNES games: Barts Nightmare £22.50, Final Fight (US) £30. GG games Ninja Gaiden £13. GB games: Fist of the North Star £10, Duck Tales £10. Call Edward on: (081) 556 7598.

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● 150+ SNES games for sale including Street Racers, Indiana Jones etc plus many other new titles. Will not split. Call 6-9 on: (0703) 333140.

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● SNES games sell or swap. Street Fighter Turbo, Art Of Fighting, WWF, Rock 'n' Roll, Super Soccer and FIFA Soccer. Mint condition. £10-30. Tel: (081) 946 6746.

● SNES games for sale: NBA Jam £25, Bomberman £25, Zelda III, Cool Spot, Turtles Tournament Fighters, Aladdin (£20 each). Pilotwings, Ghouls N Ghosts (£15 each). Phone: (0772) 815345, ask for Will.

● I'll sell my International Sensible Soccer, good

condition, two months old for £27, and I'll sell my Royal Rumble for £13. Call: (081) 908 0830 and ask for Alex.

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● For Sale: SFII Turbo (UK) £30, Batman Returns (UK) £30, Final Fight 2 (US) £25, all perfect condition. Tel: Steve (0932) 854273 7pm-10pm.

● Mortal Kombat (UK), Shadowrun (UK), M All Stars (UK), Mana (US), Alien 3 (UK), Mr Nutz (UK), Tiny Toons (US), £25. Zelda (US), F Zero (UK), £20. Mario World (UK) and Castlevania (US) unboxed £15. Tel: (0322) 666783.

● I'm selling Mortal Kombat (UK) £30, Super Star Wars (UK) £25, Nigel Mansell's Racing (UK) £20, and Super Tecno NBA Basketball (UK) £20. Tel: (081) 883 8708.

● SNES Action Replay and Starwing, mint condition £25 each or £40 both. Tel: (0228) 401620, Simon after 5pm.

● Street Fighter II £10 (US), Wings II £10 (US), Super Soccer £10 (UK), Desert Strike £10 (UK), Fire Adaptor £5. All fully boxed £40 the lot. Phone Matt: (0494) 783203.

● For sale: Zelda 3 (UK) SNES, Street Fighter II Turbo (US). Also Adaptor. £15 for Zelda, £25 for Turbo and £10 for Adaptor. Tel: (0722) 335558.

● For sale or swap: Turtle Tournament Fighters, Sensible Soccer, Flashback. All UK all perfect condition. Phone James: (0273) 834842.

● For Sale: Art Of Fighting (US) £20, Fatal Fury 2 (US) £20 or £35 for both. London area. Tel: (081) 856 7981.

● UK SNES: SFII Turbo £40, Zombies £25, both for £60. Brand new. Tel: Chris on (0899) 20143.

● Pugsleys, Mortal Kombat, Jurassic Park, Mario World, Pebble Beach, Super Soccer, Zelda, Tiny Toons, Player Manager, Starwing, Addams Family all £15 – £25 boxed and good condition. Also World Cup US '94 £30 brand new or the lot of only £219. Call now on: (051) 426 1731.

● UK SNES games: SFII Turbo limited edition £40, Zombies £30, Bomberman and Multitap £50, Alien 3 £22, R-Type III £35, Aleste, Sim City, Ghouls N Ghosts, Probotector, Actraiser, Prince Of Persia. All £20. Desert Strike £25. Tel: (0241) 878040.

● SFII Turbo (US) £25, Space Megaforce (US) £10, Super Probotector (UK) £10. Tel Bill on: (0932) 761556.

● Super NES games for sale: Mickey Mouse £25, Super Soccer £10, Wrestlemania £10, Aladdin £25, Super Adventure Island £20, Turtles IV £20. All games boxed with instructions. Please tel: (081) 422 8779.

● Various SNES and Mega Drive games for sale. £7-£23. Tel: (071) 871 9398.

● Pro Action Replay cart boxed with instructions only £20, Mario All Stars (US) no box only £15, US Converter only £8. Also over 20 Game Boy games from £12 and Game Boy Game Genie £17. Phone David on: (0708) 724736, evenings only.

● UK SNES games Mario World £18, SFII Turbo £25. GB games Tiny Toons 2 £11, Zelda £14. All games box instructions in excellent condition. Buyer must collect. Tel: (081) 830 4217.

● Quick! All Tristar owners call me now because I've got some American games that never made it across like FF1 and Dragon Quest, must have for all RPG fans. Contact me now before they are gone. Plus others at reasonable prices. Ask for David: (081) 455 0763.

● I will sell Desert Strike £18 (UK), Super Castlevania £18 (UK), Super Putty £18 (UK), SFII £20 (UK), or all for £70. All over 80%. Tel Lee on: (0689) 874241.

● Mortal Kombat, Lemmings, Smash TV and Bart – £60. Mystical Ninja, Mario Kart, Batman Returns – £60. SF, Starwing, Top Gear – £60. Excellent value! Tel: (0635) 253061.

● Classic SNES game: UN Squadron for sale (US). Excellent condition, only £25. Awarded 91% in SP1. Ask for Graham on: (091) 266 1878.

● Bargain! UK SNES game, Jurassic Park £20, Street Fighter II Turbo no box £15. Tel: (081) 566 3417 after 5 pm.

● Mortal Kombat (UK), Shadowrun (UK), M All Stars (UK), Mana (US), Alien 3 (UK), Mr Nutz (UK), Tiny Toons (US), £25. Zelda (US), F Zero (UK), £20. Mario World (UK) and Castlevania (US) unboxed £15. Tel: (0322) 666783.

● I'm selling Mortal Kombat (UK) £30, Super Star Wars (UK) £25, Nigel Mansell's Racing (UK) £20, and Super Tecno NBA Basketball (UK) £20. Tel: (081) 883 8708.

● SNES Action Replay and Starwing, mint condition £25 each or £40 both. Tel: (0228) 401620, Simon after 5pm.

● Street Fighter II £10 (US), Wings II £10 (US), Super Soccer £10 (UK), Desert Strike £10 (UK), Fire Adaptor £5. All fully boxed £40 the lot. Phone Matt: (0494) 783203.

● For sale: Zelda 3 (UK) SNES, Street Fighter II Turbo (US). Also Adaptor. £15 for Zelda, £25 for Turbo and £10 for Adaptor. Tel: (0722) 335558.

● For sale or swap: Turtle Tournament Fighters, Sensible Soccer, Flashback. All UK, all perfect condition. Phone James: (0273) 834842.

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● UK SNES: SFII Turbo £40, Zombies £25, both for £60. Brand new. Tel: Chris on (0899) 20143.

● Pugsleys, Mortal Kombat, Jurassic Park, Mario World, Pebble Beach, Super Soccer, Zelda, Tiny Toons, Player Manager, Starwing, Addams Family all £15 – £25 boxed and good condition. Also World Cup US '94 £30 brand new or the lot of only £219. Call now on : (051) 426 1731.

● UK SNES games: SFII Turbo limited edition £40, Zombies £30, Bomberman and Multitap £50, Alien 3 £22, R-Type III £35, Aleste, Sim City, Ghouls N Ghosts, Probotector, Actraiser, Prince Of Persia. All £20. Desert Strike £25. Tel: (0241) 878040.

● SFII Turbo (US) £25, Space Megaforce (US) £10, Super Probotector (UK) £10. Tel Bill on: (0932) 761556.

● Batman Returns (UK) £25, Pro Universal Adaptor £13, Mega (5-11) £25, NMS (1) £6, NMS (11,12), CVG (127), GM (9,10,11), Total (6,9), MM (9,10,11) – all £2 each. Amiga Format annual '94 (8), £4. Prices inc p&p. All in great condition. Tel: (021) 554 7051 after 7pm.

● (UK) Squadron, Act Raiser, Desert Strike, £20 each. Pop 'n' Twinbee £25, Zelda £25, Prince Of Persia and Super R-Type £15, Castlevania 4 (Jap) £20. Tel: (061) 256 2844.

● Amazing prices. John Madden '94 (US) £25. Cybernator (US) £15. Super Metroid (US) £30. Tel: Pete (0895) 632413.

● For sale: Mickey's Magical Quest (US), Asterix (UK) – £28 each or swap one for Multitap or one for a programmable joypad. Tel Kenny on: (041) 639 3783.

● For sale: World Cup Soccer £25, SFII Turbo (no box) £15. Quickshot programmable joypad £15. Phone after 6pm weekdays. Tel: (0269) 770421.

● Ultra cheap! Jurassic Park £20, Super Smash TV £15, Tiny Toons £20, Super Scope six games £19. Tel: (0622) 752945 after 8pm.

● SNES games, (UK) Super Mario All Stars £25 (US) Battle Toads In Battle Maniacs £25. Tel: (06975) 42258.

● SNES games, many titles UK, all with instructions from £15. Tel: (0622) 746266.

● NHL '94, Legend Of The Mystical Ninja, Sunset Rulers, Pop 'n' Twinbee, Desert Strike and NBA Jam for sale. All UK games £30 each or ono. Tel: (0469) 576529.

● Secret Of Mana, Alien 3, Batman Returns, John Madden '94, Rock 'n' Roll Racing, Turtles Tournament Fighters (all US). £30 ono. Please tel: (0469) 576529.

● Great value games! Mario World £15, Pilotwings £20, Out To Lunch £20, I Mystical Ninja £20, F-Zero and Pushover £18. Tel Andrew on: (0273) 584242.

● SFII Turbo, Jap, good condition, all boxed with instructions. Will sell for £25. Also over 100 Amiga games for sale, if interested tel: (0923) 285766.

● SNES games; Super Scope £30, Battletoads In Battle Maniacs (SP 80%) £30. All UK, may swap. Tel: (0252) 733250.

● Brand new Muscle Bomber (Jap) £45, Mortal Kombat (UK) £35 and Action Replay 2 (UK) £35. Phone after 5pm and ask for Parvez. Tel: (081) 539 7245.

MESSAGES AND EVENTS

● Super Play – The First Two Years. Issues 1-24 (including Gold) for only £50. Also included (free) all issues of Super Gamer. Buyer collects (Cheltenham area) or add £10 for postage. Tel: (0242) 516905.

● Super Play issues 1-23 for sale. Excellent condition. Also NMS issues 15-24. Excellent condition. £30 for the lot. Tel: (0908) 378860 and ask for Stephen.

● Super Play mags, issues 1-21 £30 the lot. Must collect or pay postage. Tel: John (0625) 573043.

● For sale Game Zone full set 29 issues £35 ono. Will split £2 each. Also approx 25 US mags (Gamepro and Electronic Gaming) £15 the lot – a bargain! Tel: (091) 417 2798.

● Yo! I'm looking for a pen-pal who likes almost everything! Are you the person I'm looking for? Age 15-20. Tel: Alex (0937) 832602 after 6pm.

● 72 SNES mags for sale inc Super Play, NMS, Super Pro, Total!, Super Action, Super Control, SNES Force, Game Zone, Super Gamer and more £40 the lot. Call Gareth (0455) 274573.

● Super Play – Issues 4-19 plus 14 other mags. Buyer must collect. £15. Tel Andrew: (0603) 423812. Norwich area.

SWAPS

● UK SNES with seven games and four joypads all auto and turbo fire, games inc SFII Turbo, Zelda III, Starwing, Alien 3, Final Fight, and others. I want a Mega Drive with with games and joypads, or Master System with loads of games. If interested phone Elliot on: (0925) 445816.

● I will swap Batman Returns for your Striker (UK) or for your GP1 World Cup '94 or FIFA (UK). Call: (0753) 861632 after 6pm and ask for Chris.

● I will swap my two games Castlevania and one other mint game for Mortal Kombat II phone David on: (0352) 712421.

● Super Mario Kart (US) and Mario All Stars (US) swap for Zelda III, F-Zero or Super Bomberman. Don't worry about box but must be US. Tel: (0933) 226209.

● I will swap Kikikaikai (Jap) + £15 for Secret Of Mana without adaptor or +£25 with adaptor or Kikikaikai + £10 for Young Merlin. Tel: (0742) 499117.

● I will swap my Street Fighter II Turbo for Sensible Soccer. Tel: Ipswich 747181 and ask for David.

● UK SNES with Mario World, AV stereo lead plus three controllers. Will swap for US SNES. No games needed. Must have a controller and leads. (Give me a call, it's worth it!). Tel: (021) 561 2478.

● Help! I am trying to get hold of a copy of Final Fantasy II (US) and Soulblazer (US). I will swap for any of my 12 games. Also Mega Drive swaps. Call: (0707) 322418.

● Swap my Adventure Island, Tasmania or Zombies for SFII Turbo, NBA Jam,NBA Showdown. I'll consider any good game. Tel: (081) 529 4206 and ask for Alex.

● Swap my two games, Wing Commander and Super Smash TV (both US) with adaptor for either Pebble Beach Golf Links or other major title. Tel Darren on: (061) 370 8390 after 7.30pm. Manchester area preferred.

● I'll swap my SFII and SM All Stars for your Zombies, World Cup Striker, Axelay, Nigel Mansell. All games must have instructions and boxes. Tel: (0978) 854657.

● I'll swap my Mario All Stars boxed with instructions, good condition, for Secret Of Mana, boxed with instructions. Tel: (061) 881 7443.

● I will swap my brand new NBA Jam (UK) for your UK version of Smash Tennis, Super Metroid, World Cup US, Muscle Bomber or World Cup Striker. Must have instructions. Call for Dan on: (0323) 639782.

● I want new soccer games and Rock 'n' Roll Racing. I have some really good games (eg Zombies). Ring after 5pm and ask for Liam. Tel: (0532) 666936.

● Swap UK SNES Alien 3, Super Star Wars, Tiny Toons, Super Scope, US converter, two pads for US SNES (SCART) with two pads and one game. Tel: Ian on (0621) 858506.

● I will swap either Super Tennis (box and inst) or Starwing (no box) for Pocky & Rocky (UK/US), Zelda III (UK), F-Zero (UK), or Sim City (UK). I will swap S Tennis AND Starwing OR Mystical Ninja 1 (UK) for Lethal Enforcers and gun (UK), Bomberman and Multitap (UK), Super SFII (US/Jap), Shadowrun or Young Merlin. Call John on: (0785) 840359.

● SNES, two pads, 16 games plus Mega Drive with 20 games. Will swap for PC with CD-ROM drive and games. Tel (0744) 29853.

● SNES games. I have lots of top titles to swap. Phone for details: (0372) 728494.

● I'll swap Goof Troop boxed, good condition, for Super Tennis. Tel: (061) 881 7443.

● I need Super SFII. I will swap for NBA Jam for any two of my other games, eg, RNR Racing. Consider other swaps eg Secret Of Mana. Phone Scott on (0226) 248237.

● I will swap my NBA Jam for your Street Fighter II Turbo or Mario Kart. Tel: (021) 605 7491.

● I will swap my Mario All Stars with no box for your Street Fighter II. Tel: (0782) 512417.

● Swap Mystic Quest (US) for Super Metroid. Preston or Flyde area only. Tel: (0253) 869248.

● I want new soccer games and Rock 'n' Roll Racing. I have some really good games (eg Zombies). Ring after 5pm and ask for Liam. Tel: (0532) 666936.

● Swap UK SNES Alien 3, Super Star Wars, Tiny Toons, Super Scope, US converter, two pads for US SNES (SCART) with two pads and one game. Tel: Ian on (0621) 858506.

● I'll swap Goof Troop boxed, good condition, for Super Tennis. Tel: (061) 881 7443.

● I will swap my NBA Jam for your Street Fighter II Turbo or Mario Kart. Tel: (021) 605 7491.

● I will swap my Mario All Stars with no box for your Street Fighter II. Tel: (0782) 512417.

● 150 new SNES games wanted – Zombies 2, Street Racer etc. Will swap for good 486DX2 66 Mini Tower or portable PC or sell games £400. Tel: (0702) 333140.

● Will swap NBA Jam and F-Zero. Both boxed with instructions for Mortal Kombat II. Must be UK. Tel: (0553) 771649 and ask for Neil.

● Swap my Secret Of Mana for your Super Bomberman and Legend Of Mystical Ninja or Cybernator. Tel: (0527) 737212 and ask for David.

● SNES games to swap or sell £18 each, Flashback, Royal Rumble, Alien 3, Blues Brothers, Super Star Wars (US), Robocop 3, Championship Pool. Call Andy on: (0374) 176600.

● Swap my Bomberman, FIFA, Mega Man X and Plok! for your MKII, Secret Of Mana, Smash Tennis or NBA Jam. One for one or will sell mine for £30 each. Call Justin on: (0222) 345016.

● Will swap Tiny Toons (UK) and Actraiser for Gorman (US or UK) or any RPG apart form from Zelda III. Ask for Nigel: (0274) 599819 after 5pm. Yorkshire area only.

● LOOK NOW – GREAT OFFER! Will swap Mega Man 2 and Mario 3 (both NES) for Zelda 2 (both unboxed) ask for Nigel on: (0274) 599819.

WANTED

● SNES with at least two games – boxed and in GWO will pay around £80. Games preferred Mario Kart, NBA Jam and Mario All Stars. Tel: (0272) 712500.

● Wanted UK SNES games. Any considered any condition. Call after 6pm on: (0932) 853426.

● SNES with at least two games – boxed, will pay around £80. Games preferred Mario Kart, NBA Jam and Mario All Stars. Tel: (0272) 712500.

● Pen-pal age 12-13 wanted for 12-year-old boy. Must be interested in Manga like Dragon Ball Z, Akira. Male or female. Phone between 6-7pm. Tel: (0472) 601465.

● Hello I want to sell/swap my SNES and Mega Drive games. Also I might buy boxed games and instructions. Phone: (0463) 711205 after 6pm.

● Wanted desperately. Kikikaikai (1 or 2) swap for Street Fighter Turbo plus £10. Must collect in Yorkshire area. Tel Nigel: (0274) 599819

● WANTED: Chris Hulsbeck's 'Shades' games. Music either on CD or tape. Tel: (0602) 790522.

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(SUPER PLAY 27)

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EXCITABLE VIEWPOINT
PLAY BACK

This month in the nation's most thought-provoking use of four sides of Super A4-sized paper: an irate C64 owner; a budding computer journo; a fan of gore; and much more besides...

'SONY'S BABY'

If what I've read in mags like *Super Play* and *Edge* is true, and all the new machines have much the same hardware capabilities, I think I'll buy the one with the nicest aesthetics, which at the moment is Sony's baby. In my opinion, the Ultra 64 should have a more Japanese name, more akin to a cutting edge console coming from the Far East, and not sound like some horrible, plasticky, tacky, Sega Westernized console.

Tim Newman,
Hinckley, Leicestershire

Hmmm. Not sure whether we'd agree with you on the aesthetics-selling-machines front – in our experience it has always been the software which has accounted for any machine's initial success. Remember the early excitement generated by the size of the sprites in *Space Harrier* on the Mega Drive? Or even *Pilotwings'* unbelievable Mode 7?

Having said that, many people *do* place importance upon a machine's looks. Indeed, the American SNES originally fared badly on the import circuit over here because of its notoriously brick-like appearance. And sadly, from the early artists' impressions of the U64 which we've seen, it could turn out to be just as unattractive. With their next machine being of such importance to Nintendo, however, we shouldn't write them off this early.

'GAMES WITH SILK PYJAMAS'

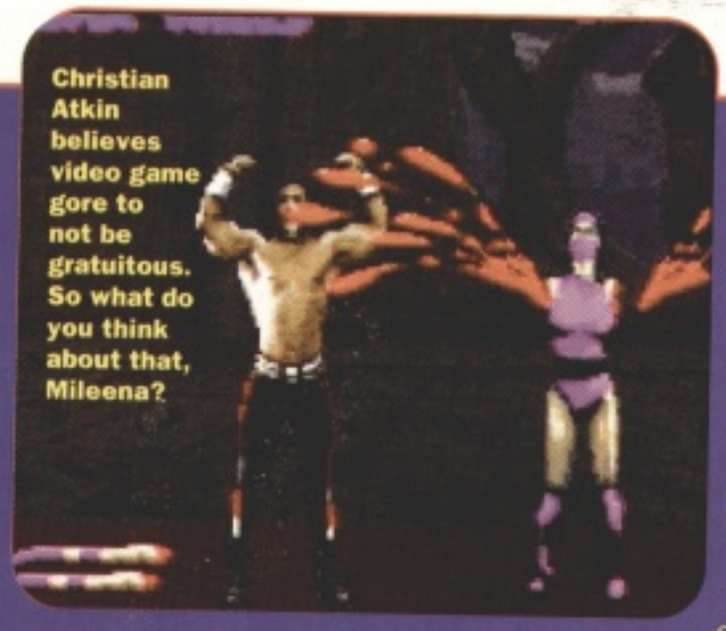
I am a C64 owner and I want to write particularly to this magazine and the point mentioned regarding other consoles. During the past few years consoles have become multi-media hardware. I agree that such old machines have been and gone or are otherwise nearly dead. I am not about to talk like a sad git, but don't forget if these old machines weren't there in the early '80s, maybe the multi-media industry wouldn't be like it is today. Commodore is still going at the moment, just about. You'll no doubt call me a half dozen names in your reply because you have to keep people attached to a plastic box. I have played on a SNES and the graphics are a high standard, but the gameplay is not always lasting. All I want to say is 'Why sell games with silk pyjamas on and no gameplay (unlike the C64, but not the graphics)? To end my letter all I want to say is 'Remember that Commodore was involved in the computer and games revolution'. Now while I go and play on my mate's SNES, do your job sensibly and don't criticise a computer that you don't know about!

Mark Thompson,
Runcorn, Cheshire

'Don't criticise a computer that you don't know about!'? What sort of statement is that? What do you think we were doing before the SNES came along, bird watching for entertainment or something? We've played more C64 games than we have SNES – *hundreds* more – and we still have the occasional bash these days. So don't be so offensively damning yourself! And what's all this talk about us championing the multimedia cause? If you bothered to read the magazine properly you'd know that gameplay is the most important factor to us. Phew, that's better.

'LOST SOUL ON TRACK'

I would like to know how you become a successful gaming journalist such as those who work on *Super Play?* I would really like to take up newspaper/magazine journalism as a career, but need


Christian Atkin believes video game gore to not be gratuitous. So what do you think about that, Mileena?

'MY MUM LAUGHED WHEN I EXPLODED'

Gore. The stir caused by *MKII* is completely out of place as the gore in this game is fairly unrealistic and even humourous to an extent, for example:

I am Jax and am in a bitter feud with Mileena, finally battering the hell out of her I get the chance to pull off his groovy dismemberment move. Leaning over I give a sharp tug and I pull off her arms, depositing them behind me. Now, in any normal situation Mileena would run around screaming and spurting blood everywhere but not on this game. With her arms quite horrifically detached she calmly turns to face you, oblivious to the inhuman amounts of blood purring from her limbs.

Now is this disgusting behaviour, or what? No! Even my dear old mum chuckled when I exploded someone with Scorpion who then squeaked 'TOASTY!'

Gore isn't gratuitous (mainly) in computer games, blood is there to achieve an effect that some games lack, and in *Mortal Kombat II* it turns an average beat-'em-up into a very enjoyable game that even lifts its depressing mood to let out the shining lights of humour, another thing lacking in console games. I think that any act of malice in a console game included for a reason (like *Cannon Fodder* or *Syndicate*) is a good thing.

Christian Atkin,
Laindon, Essex

Thanks for the views, Christian, this is just the sort of thing we were looking for when it was mentioned two issues ago. Your summation of the game – the effects transform it from average to enjoyable – is probably the the way most people look upon the game, if they're honest.

It could be argued that *MKII's* content is exploitative of consumers. That games which feature graphic (albeit far-fetched) portrayals of violence, such as *MKII*, are doing it because it hasn't been done before. And when something hasn't been done before, people are eager to experience it – hence the game's incredible sales performance. Graphic violence isn't *necessary* in games but there's an audience out there who want it and it'll keep coming, that's for sure.

ENVELOPE ART!

If music be the food of love, then art be the drink, surely. And here's a choice, select cut of your very own art, laid bare for all and sundry to feverishly pore over. Or perhaps that should be casually glance at. Whatever, it certainly fills this section quite well.

WINNER!

Fresh from his stonking performance in issue 25 where his game was awarded 89%, Sparkster appears in a perkily painted piece from Yan Fu Cheng of Ipswich. And look – there's the little geezer from out of *Super Drop Zone* up in the corner. Hang on, there's also some actual text from the magazine in there. Blimey.

Right: *Another Dragon Ball Z* piccy, can you believe it? This one is from Dylan Shropshall of Fulham.

Right: That plucky invertebrate, *Earthworm Jim*, strides out purposefully on this envelope from Jason Ruddy of Harlesden, London.

Below: This great image of Balrog (or Vega if you're familiar with the US game) getting his head well and truly stoved in by Cammy is from Adrian Smith of Biggleswade.

Right: This superbly stylised group of *SFII* characters was actually addressed to Mode 7, but we liked it so much that it had to be included here. Er, there's a problem, though – the sender's name and address has gone astray. Write in again and we'll sort things out.

some solid professional insight as to how I could reach the upper reaches of such a job as you have done already. Although I am studying the appropriate A level, as books would advise, should anything be done in the meantime such as starting a fanzine? Also, what comes after? Is it right to find a degree course of some sort? Please could you set my poor lost soul on track. Thanks.

Nigel Brown,
Ilford, Essex

We get sacks full of letters along similar lines to this, so let's try to answer them all in one go. First, because the computer leisure industry is still relatively new there isn't an academic form of study available to pursue. So concentrate on getting a solid grounding in general English-related subjects. Obviously, having the widest possible knowledge of all video game formats and their respective software is important, too, rather than just concentrating on one particular machine. And read, read and then read some more of *everything* – especially the better gaming mags, but also lifestyle mags, footy titles, just about anything really.

Getting involved in a fanzine is indeed a top idea; it should give you some idea of how difficult it can be to co-ordinate mags as a whole and help you in opening up and maintaining contacts within the trade.

Finally, a spell of work experience on a magazine would be invaluable, so try to get involved via that route. And good luck.

'DARK CACKY BROWNS'

I feel I have an opinion on S McAlpine's opinions. Have you seen the latest 3DO and Jag games? They're not impressive. Dull colours, patchy game appeal – just plain NO EYE for STYLE.

Okay, okay, I may have missed the boat on *Mortal Kombat*-style graphics; you know, the 'more realistic' look. But games like *Road Rash* (smirk) just look cack in my opinion, to hell that it uses 'real life' colours. The 3DO boasts 1.6 million or so colours but it seems that only dark cacky brown, greens and greys are being used. There's no contrast or brightness to the graphics. If you're going to digitise real life, bloody make sure that the theme or scene is worth looking at!!!

And most games on these consoles are racing style which shows the machine's

scrolling abilities but also the low grade of programmers and game designers. They just plonk a car or a space ship which looks pap on a would-be good scrolling background, which ends up giving the game the feel of moving a cursor on a mixed in backdrop. To solve such a problem the car/craft should be texture-mapped, for example, a glossy sports car would be shiny and reflect the backdrop. Shadows and sunlight should fall across the subject. In short the character should look like it belongs to the space it's supposed to occupy.

Right: Would *SOM*'s graphics work as well in any other style? The mysterious VA of Co Durham thinks not...

'HIS UGLY HEAD'

In issue 14 of your sister magazine *Edge*, Peter Molyneux (boss of Bullfrog) said in his interview, 'Those horrible consoles are finally out of the window and we can now use them as doorstops, thank god they are going'. Is this the same Mr Molyneux who rears his ugly head in *Super Play* whenever Bullfrog have a new game out? His conversions of *Powermonger* and *Populous* were hardly impressive and they deservedly flopped. *Syndicate* looks promising but as is often the case not as good as the original and his spiteful comments aren't exactly going to help sales are they? Not all of us are able to afford a Pentium.

Yours mad as hell,

Jon Quinn, Liverpool

Peter Molyneux: not such a bad geezer after all.

We contacted Peter and he had this to say in reply: 'Regarding my rather over the top comment about consoles going away: what I actually meant is that consoles are going to be replaced by fabulous machines like the Ultra 64, rather than implying that every console owner should be buying a Pentium. I don't hate consoles themselves – after all, they've made computer games a world wide industry – it's just that as a designer, I don't like the restrictions that their old technology offers. I really, honestly hope that everyone buys an Ultra 64 as I'm sure the games will be great on that machine.

As for *Populous* and *Powermonger* not being very impressive I would agree with Jon, as although Bullfrog originally designed these games, we didn't program the SNES versions in-house. *Syndicate*, however, is our first in-house SNES conversion and I'm very proud of what we have managed to achieve; in some ways the SNES version has more features than the original PC version. Beyond *Syndicate*, we are just completing our next in-house conversion – Theme Park – and it will be absolutely stunning.'

Peter also mentioned that if you'd like to discuss things with him personally, Jon, to give us a ring at *Super Play* and we'll pass on his phone number to you.

Right: This was so good we couldn't resist including it here. Thanks and congrats go to Richard Smith of Sheffield!

SUPER
PLAY: THE COMIC STRIP.
JAMES IS BREAKING THE SPEED...
HEY, TONY, I WANT ONE OF YOU TO TELL LISA SHE'S NO ANGEL NEEDED!..
B..BUT JAMES..
SHARP!
'DON'T YOU KNOW, UNDER THAT CUTE N' CUDDLY EXTERIOR, LIES A PSYCHO!'
I KNOW, THAT'S WHY I'M MAKING YOU TWO BACK HER!
I'M OUTTA HERE!
WAIT FOR ME!
FREE! FREE AT LAST!
DITTO.
ONLY ONE PERSON WOULD TAKE THIS JOB AGAIN...
BIONIC TON!
I'LL SUBMIT HER TO MY FIREY BEAMS!
BOOM!
BAT, THIS, LISA!
YOU TURNED HERE! HOW COULD YOU!
WITH THIS GUN!
THIS..
QUIT!
BOOM! SMACK! KAKA!

It's easy in *SFII*-style graphics to achieve this blending, but not when you move up to 'live' graphics.

Finally, would *Secret Of Mana* look good it it was live action? NOOO!!! Why do you/him/ it/her think we still buy Manga vids; watch *Tom and Jerry* on Sundays straight before *EastEnders;* think the *Flintstone* movie is cack and not as good as the *Toons:* I'll tell you why – full saturation colours, bright and full contrast and reminders of when we were babies. Animation is simply that. I think they provide immediate stimulus. So there!!!

But after seeing *Primal Rage*, gosh – Bison needs a new suit...

VA

Stanley, Co Durham

Er, we kind of see your point. The 'dark colours' thing is a confusing one. It's due in part to the environments many 3DO games are set in, ie the likes of *Total Eclipse*. It does seem strangely apparent in stuff like *FIFA*, too, though, making the situation even more unfathomable.

But the 3DO, while certainly having a range of muddily-coloured games so far, will soon also lay claim to one the most attractively-coloured, namely *Super Street Fighter II X*. It's the 3DO game designers that are at dictating this ugly look at the moment, and it won't be long before more games like *SSFIIX* appear, looks-wise.

Some of the effects which you mention are being used right now – just look at the rear window reflections in *Daytona USA* for evidence. But techniques like these are all notoriously power-hungry and it's asking too much from most of the next generation machines to expect them to comply with your ambitious ideal.

It's a shame that you're apparently knocked out by *Primal Rage*, though, as we reckon the animation – as undoubtedly remarkable as it is – is contributory to it being only half the game which it could have been.

'WIN OVER THE PUBLIC'

I've just seen the first pictures of *Cruis'n USA* and am overwhelmed. Overwhelmed that Nintendo (together with Williams) have not gone for the Sega/Sony approach of using sensational graphics to win over the public. By doing this I feel that the transition from arcade to console will be easier and owners of the U64 will be the only ones really happy. Admittedly this is only speculation but look at how the excellent *SRFX* fared against the disappointing *Virtua Racing*.

Nintendo seem to be continuing their policy of keeping the playability of their games at a maximum using the new graphical and tactical capabilities to enhance this. I pronounce that the U64 has got its first customer.

Alexander Jarman, London

Eh? Sure, *Cruis'n's* graphics don't look that special on paper but up and running they're at least as attractive as *Ridge Racer* or *Daytona's*, if, admittedly, considerably slower. And look at *Killer Instinct* – it kicks seven bales out of *Virtua Fighter* to look at. So on the whole, we must disagree and say that the U64 looks, at this stage, to be able to hold its own among its contemporaries when it comes to throwing graphics about. Let's just hope that Nintendo's regard for playability which you mention runs to similarly high levels, too.

'MONEY AND RESPECT

It now seems that despite the national acclaim which both its prequels received, Konami have decided yet again to deny UK owners an official release.

KINDLY LEAVE THE STAGE

We used to think that the everyday joke was a brilliant invention. Until we realised otherwise via some of yours...

Q Why is Dhalsim a bad employer?
A He fires too many people.
Mark Symons, Cornwall
0/10

Q Where do you find a turtle with no legs?
A Where you left it.
Stuart McIlreen, Glasgow
0/10

Q What's the most revealing move in *SFII?*
A The flash kick.
1/10

Q What do you get if you cross a horse, Duncan Goodhew and E Honda?
A A hundred hand slaphead.
John Rogers, Coventry
3/10

Get 5/10 or above for your joke and you win yourself a *Super Play* T-shirt. Kindly Leave The Stage, Super Play, 30 Monmouth Street, Bath BA1 2BW.

Surprisingly perhaps, the game in question is *Goeman 3* (*LOTMN 3*). Considering Konami of Japan's excellent reputation and the quality of the previous two games, one could reasonably expect *Goeman 3* to be brilliant, even if it is 'more of the same'. Why then have Konami UK already decided not to release this game? According to an employee who answered the phone is it 'not worth it'.

Whatever the reason, Konami are losing both money and respect by not releasing *Goeman 2* and *3* since the demand for both of these games is, and probably will be, high.

Douglas Ayling,
Claygate, Surrey

Well, on the face of it, it certainly appears that Konami are giving UK gamers a raw deal. It's not that straightforward, though. Part of the problem with a UK release of *Goeman 2* is due to it weighing in at 16 megs plus a battery-backed RAM facility. That would translate to a price of £60 plus which, considering that the UK release of the first in the series didn't exactly break any records saleswise, is a risk not worth taking at the moment. Discussions at Konami *are* in hand concerning further UK releases from the series, however, so don't give up hope.

'CUTTING ITS OWN THROAT'

I'd like to make a point everyone seems to be ignoring. Why do Nintendo put protection on UK carts? It just forces those of us who own US/Jap machines to buy imports when we would otherwise happily buy UK carts (now there aren't so many delays). Isn't Nintendo cutting its own throat? Maybe it fears UK carts will be imported to the USA otherwise – I think not!!!

Paul Rider,
Harlow, Essex

Nintendo put protection on UK carts because, in their eyes, you've been naughty in buying an unofficial machine – a typical attitude from them, I think you'll agree.

But you shouldn't really worry as there are adaptors which should run UK games on non-UK machines perfectly well.

'PAY FOR THE PETROL'

A few weeks ago my parent and I went shopping to Sainsbury's which was about five or six miles from our house. So we walked around and at the checkout I asked my dad for my spends and when I got them I thought I'd buy *Super Play* issue 25 (which was sealed, so I couldn't read it).

When I got home I looked at it and there was a problem – the first page was page 35, and when I got to page 68 it went back to 35. I had to take it back to Sainsbury's and get another one, which I opened as soon as I got it. My dad was not pleased because he had to pay for the petrol.

Mark Lynch,
Middleton, Manchester

We asked our friend Bert The Printer to explain what happened: 'I reckon a rogue copy of *Super Play* made it to the shelves which would normally have ended up in our factory's waste crate. When we put your magazines together, you see, a certain number are allocated for make-ready purposes – just to get the binding machinery set up. All those which are used at that time should be binned. It's most odd, this. Still, though, it's not as odd as when me and John were in The Crown that time. Cor, you should have–' Er, yes, thanks Bert.

THE SUPER PLAY INTERESTING-O-METER

What will and what won't turn us on...

Pre-rendered sprites as opposed to traditional.

The last game which made you go 'WOW!' and why.

HOT

NOT

Anything at all about Capcom, really.

***Mortal Kombat II* cheat-related stuff. (Groan.)**

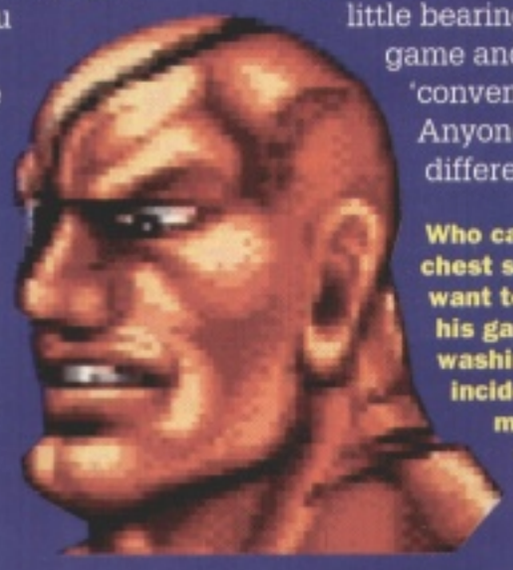
'GET HIS SCARS'

In the first *Street Fighter* game in around 1987 both Ken and Ryu didn't have their special moves so how does Sagat get his scars when Ryu wasn't able to pull off a Dragon Punch?

Another point – most of the later characters in *SFII, Turbo* and *Super* came from different parts of the first *Street Fighter* game. This also goes with most of the powers and special moves. Have you ever wanted to know where the idea of Dhalsim's disappearing-reappearing came from? Just check out the Ninja character in the original game (he was my fave, pity Capcom removed him).

John Paul Whittaker,
Horsham, W Sussex

Oh dear. We thought this sort of thing died along with the end of the *Street Fighter* family tree debate. Anyway, the opinion here is that Capcom created the story about the famed Ryu vs Sagat fight when the new characters were being created for *SFII*, just to give them depth and personality. It had, therefore, little bearing on the previous game and was a 'convenience' thing. Anyone know any different?



Who cares about Sagat's chest scar anyway – we want to know how he got his gammy eye. A washing-up-related incident perhaps? Or maybe an ugly disagreement with his landlady? Anyone?

'HYPER MEGA WONDER'

AAARRRRRGGGGGHHHH! What is going on? Ultra 64, Virtual Boy, Super CD-ROM, 32 bit upgrades, it's all becoming a bit of a mess. Release dates being speculated and then just as suddenly being changed. Sometimes it's more confusing than a new version of *Super Hyper Mega Wonder Street Fighter Turbo XXX*. I mean, through all the magazines I read the Ultra 64 has been called a jawdropping amount of names from Project Reality to the Hyper NES. I thought that Commodore were in a bit of a muddle, but according to all the different information sources Nintendo could be releasing anything from two up to an infinite amount of new 'bigger, better, groundbreaking machines'.

It all looks bad for the SNES; yes – I can see it now, price cuts (which have already started) to clear the shelves of this 'old' technology so they can pile them high full of this 64-bit nonsense. I can even guess that within two years this magazine will be only a memory or will have changed its name to Ultra Play. Things look rather bleak.

Johnny Saisho,
Greenford, Middlesex

Steady on Johnny. Okay, so the bewildering array of new systems and add-ons is getting a bit silly but how can you grumble at the planned SNES CD-ROM unit and the 32-bit graphics assistance chip? They'll directly benefit the likes of you and us, giving the Super NES a much longer shelf-life than was initially feared upon the announcement of these so-called next-generation machines.

And the SNES still has the cream of the world's software development community hard at work on producing games, so we should look to the future with optimism and not the all-out gloom which you've adopted.

You really can't compare Commodore's situation with Nintendo's. There's no other company who would put the amount of backing (ie, huge piles of cash) which Nintendo themselves are in their commitment to the SNES' continued success (at least in the States and Japan).

HIGHLIGHTS

Do you want to come for tea at my house?
David Culley, Dovercourt, Essex
Only if it's Cheesy Peas, Dave. Yes, we have 'em for our teas.

Apparently, the force of a kendo stick is the same as a small lorry.
Chris Marsh, Canterbury, Kent
When wielded by what or whom for goodness' sake?

However much it is, you can't be paying Wil or Tony enough!
Larry Loxbury, Somerset
You have a good point there, Larry. You see, it's like this...(*Snip!* – Ed)

I just wanted to say that your mag suits you, sir, oooh!
Carl Bradwill , Leicester
We're radiant, sir, radiant!

WRITE NOW!

Something on your mind? Want to share it? Then send us your views at the following address:

PLAYBACK,
***SUPER PLAY*,**
30 MONMOUTH STREET,
BATH BA1 2BW.

THE SUPER PLAY GAME LIBRARY

WHAT CART?

Our quest to provide you, the reader, with the most comprehensive guide to SNES games ever rolls onward like an unmanned steamroller, crushing all in its path with its sheer audacity and ability to enlighten even the most blinkered of gamers. This month, E-K, or *Evil Sword* to *Krusty's Super Fun House*. Next month: beyond!

PART TWO • E – K

EVIL SWORD
P — Jap/Datam Polystar/8Mbit — SP2 38%

Typically bizarre Japanese platformer starring a girl brandishing a big sword. Not nearly as good as it may well sound.

EVO: SEARCH FOR EDEN
S — US/Enix/12Mbit+BB — SP13 47%

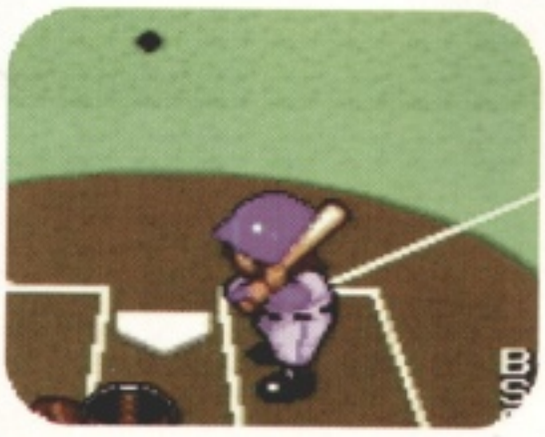
A game based around the concept of evolution sounds great and Enix are, in theory, the types to realise it. They didn't – this is dull, dull, dull.

EXHAUST HEAT II
D — Jap/Seta/8Mbit+BB — SP8 83%

Not the straight racing sim which you might expect. Instead it's more akin to *F-Zero*, and although assisted by Seta's own DSP chip, the action can get jerky. All in all, though, a worthwhile excursion into drivingdom.

EXTRA INNINGS
Alt name: Ganba League Baseball (Jap)
SP — Jap/Sony Imagesoft/8Mbit+BB — SP 64%

A passable attempt at baseball perhaps, but this ultimately only serves to illustrate how average baseball video games often are. Look out for its sequel, *Pro League Baseball '93*, or even *2020* Baseball for better examples.



EYE OF THE BEHOLDER
R — Jap/Capcom/8Mbit+BB — SP21 52%

If you're mad enough on fantasy games to stick your hand in, there's a mollusc of fun to be scraped from the bottom of Capcom's barrel of stinky fish. According to Zy, anyway. Look, it's an outdated 3D-viewed RPG, okay?

F-1 EXHAUST HEAT
Alt name: F-1 ROC (US)
D — UK/Jap/Ocean/8Mbit+BB D — SP2 69%

This picked up a huge following due to lack of competition in its day. Take caution, though, as approaching corners aren't forewarned enough and it's rather easy to finish. Not an office fave.

FINAL FANTASY II
Alt name: Final Fantasy IV (Jap)
R — US/Square Soft/8Mbit+BB — SPG 90%

A huge, sprawling RPG with an engaging plotline packed with colourful characters, intriguing locations and fierce battles. Although the graphics are comparatively crude, the corking music compensates perfectly. A topper RPG.

F1 POLE POSITION
Alt name: Human Grand Prix (Jap)
D — UK/Ubi Soft/8Mbit — SP15 83%

Another overhead-viewed racer with nightmarish corners. Only those with a large jar full of extra patience on hand should apply.

FATAL FURY 2
B — Jap/Takara/16Mbit — SP19 79%

With backdrops and sprites almost as gorgeous as its Neo Geo parent, this is another decent conversion. It suffers, like most *SFII* wannabes, from slightly fluffy controls.

F1 GRAND PRIX PART II
D — Jap/Video System/12Mbit — SP8 52%

Novel in approach thanks to its analogue steering set-up. It therefore takes some time to become accustomed to, but it eventually feels as natural as any method. A fast, fun, and a split-screen racing game.

FACEBALL 2000
S — Jap/US/Bullet-Proof Software/4 Mbit — SP3 54%

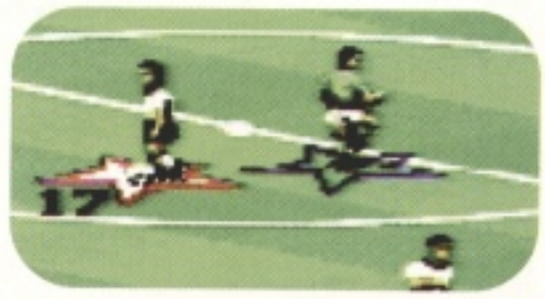
A weird one, this. Stuck in a 3D maze, it's a simple seek-and-destroy affair which proves tedious beyond belief. It was an okay Game Boy title but the creaky 3D routines and useless two-player mode render this version rather nob.

FAMILY DOG
P — US/UK/T*HQ/8Mbit — SP9 39%

Another weak effort from the T*HQ stable, this time based on the little-known-over-here cartoon series. There are moments of humour but gameplay is thin on the ground.

FIFA INTERNATIONAL SOCCER
SP — UK/US/Ocean/8Mbit — SP20 89%

Wonderful conversion of the isometric footy bonanza which proved such hit material on the Mega Drive. There are some minor flaws in the way it plays but on the whole it should keeps fans banging away for yonks.



THE FANG OF EDO
A/P — Jap/Micro World/8Mbit — SP9 49%

Obscurely attractive scrolling slasher which proves entertaining for, ooh, at least half an hour. Games like this give the SNES a bad name.

FATAL FURY
B — Jap/US/Takara/12Mbit — SP4 76%

One of the first *SFII* rips actually worth considering. It's a fine conversion from the Neo Geo and, while it isn't the most playable contender, it is interesting fodder if you fancy a change from the norm.

FIGHTER'S HISTORY
B — Jap/US/Data East/16Mbit — SP22 85%

A blatant *SFII*-alike with blindingly similar characters, moves and feel. Which means that it's the next best thing after the real thing (apart from *Turtles: Tournament Fighters*, that is).

KEY

PZ	Puzzle
BD	Board
S	Shooter
P	Platform
ST	Strategy
SP	Sport
SB	Scrolling Beat-'Em-Up
A	Action
R	RPG
AR	Action RPG
SS	Super Scope
D	Driving

FINAL FANTASY III
Alt name: Final Fantasy VI (Jap)

R | US/Squaresoft/24Mbit+BB | SP26 95%

Truly breathtaking graphics plus Square's typically absorbing quest and incredible attention to detail make this the best RPG on the SNES yet. It's huge, too – even hardened fans of the genre could well find themselves bashing away for over 70 hours. The only downside is its price – carts run to about £70 on import.

FINAL FANTASY: MYSTIC QUEST
Alt name: Final Fantasy USA (Jap)

R | US/Squaresoft/4Mbit+BB | SP3 79%

Aimed at RPG beginners, this proves to be a well-crafted introduction. The graphics are rudimentary, however, and the gameplay can get annoyingly repetitive.

FINAL FIGHT

SB | Jap/US/UK/Capcom/8Mbit | SP1 86%

The best scrolling-beat-'em-up before *Batman Returns* arrived on the scene and a classy (for its time) conversion of the hugely successful coin-op. It lacks a two-player mode, though, and – like all examples of the genre – is ultimately dull.

FINAL FIGHT 2

SB | Jap/US/Capcom/10Mbit | SP10 75%

Now inclusive of a much-needed two-player mode, this sequel only really lacks in its ease of completion.

FINAL FIGHT GUY

SB | Jap/Capcom/8Mbit | SP 83%

A pointless new version of *Final Fight* where the best character, Cody, is replaced by Guy. A poor game-music CD is included and, sadly, it's easier than the original.

FINAL STRETCH

D | Jap/LOZC/8Mbit | SP19 73%

Lots of incidental views of the action – made possible by the inclusion of a DSP chip – make this an interesting game. The racing itself is limited, though, and only die-hard Formula One freaks are likely to appreciate it to its fullest.

FIRE DODGEBALL

S | Jap/Sunsoft/8Mbit | SP 45%

A variation of standard *Dodgeball* with the novelty of a host of anime-style players taking part in the action. The game format doesn't change, though; it's still too simple to be particularly rewarding.

FIRST SAMURAI

P | UK/Kemco/8Mbit | SP11 80%

A good conversion of the much applauded Amiga original, with some wacky sound effects and loads of that essential ingredient: playability.

FLASHBACK

A/P | UK/US/Sony Imagesoft/8Mbit | SP15 91%

Highly involving and atmospheric platformer with luscious backdrops and superbly animated polygon characters, objects and animations. Yep, you can't go far wrong with this game.

THE FLINTSTONES

P | US/Taito/8Mbit | SP20 54%

Highly derivative of *Super Mario World* but nearly as well executed. There are a few surprises (in the form of 'humourous' subgames etc) but most of the action is routine to the extreme. Still, Fred himself looks a bit like he does in the cartoon.

FLYING HERO: BUGLE'S BIG ADVENTURE

S | Jap/Sofel/8Mbit | SP6 68%

An average – if fairly likeable – Japanese shooter. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc. And it's too easy.

FORTRESS OF FURY
Alt name: Operation Logic Bomb (US)

A/S | Jap/Jaleco/8Mbit | SP9 68%

Simply stunning presentation – with computer-style read outs, and everything – hides an abnormally dull game. It takes inspiration from Sega's old *Alien Syndrome* coin-op but fails to maximise on any of that game's potential. *Fortress Of Fury* is slow, boring and not a patch on, say, *The Chaos Engine*.

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

TOP FIVE MECHA

The first of this month's top fives looks at interpretations of mecha in SNES games – you know, robots, mobiles suits etc.

1 Cybernator
Konami
Simply the best mobile suit to appear in a game. Wonderfully metallic and perfectly animated

2 Goemon 2
Konami
Roller skating through vulnerable villages in a giant Goemon robot, what a hoot!

3 Final Fantasy III
Square Soft
Called Magitek armour in the game, these suits are armed to the hilt with killer weaponry.

4 Vortex
Sony Imagesoft
What is there to say? The game's based on a 3D texture-mapped transforming robot!

5 Mega Man X
Capcom
They only appear on a few occasions in the game, but these walkers are heaven sent.

FULL THROTTLE

D | UK/Gametek/8Mbit | SP26 55%

A rather useless pairing of motorbike and jet ski racing, neither of which ever seem to kick into top gear but both managing perfectly to irritate beyond belief.

GEORGE FORMAN'S BOXING

S | US/UK/Acclaim/8Mbit | SP2 18%

Okay, so boxing is a difficult game to convert into game form, but can it really be this difficult? The most pitiful effort ever to disgrace the SNES.

F-ZERO

D | Jap/US/UK/Nintendo/4Mbit+BB | SP1 86%

The first game to use Mode 7 as an essential requirement to gameplay, and still one of the finest examples of driving action.

THE GHOST OF KITARO

SB | Jap/Bandai/8Mbit | SP9 61%

Spot all the little Japanese critters that also turn up in *Goemon*. Based on an anime and manga.Odder than an episode of *Twin Peaks*.

GANBARE GOEMON 2

S | Jap/Konami/16Mbit+BB | SP17 90%

Sequel to Legend Of The Mystical Ninja, this is well worth tracking down, even if it's the only Japanese you ever buy. The emphasis this time is more platformy than before, but it's all been so perfectly designed and crafted with extreme care that every moment of playing is pure pleasure.

GOAL
S | US/Jaleco/8Mbit | SP 69%

An initially promising footy game with plenty of detail is let down by jerky scrolling.

GODS
P | US/UK/Mindscape/8Mbit | SP 74%

Famous Amiga platform shooter makes it to Super Nintendo in fairly fine style, with all the puzzles remaining and even extra playability. The original's music is gone but the patented Bitmap Brothers' metallic graphics remain eye-achingly intact.

GOOF TROOP
A/PZ | US/Capcom/8Mbit | SP13 69%

A simplistic puzzly thing with typically swish Capcom graphics and twee sound. It steals many elements from *Zelda* and there's an entertaining simultaneous two-player mode but it lacks challenge and it's over much too rapidly.

GP-1
S | US/Atlus/8Mbit | SP10 62%

Average motorbiking game which does little to recommend the sport.

GPX CYBERFORMULA
Alt name: Cyberspin (US)
S | Jap/Takara/8Mbit | SP1 70%

Anime-based overhead racer with supremely smooth scrolling and the usual problems experienced with negotiating corners. Average, but fun.

GRADIUS III
S | Jap/US/Konami/4Mbit | SP6 45%

Similar to the coin-op and all packed into a 4 Mbit cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *Super R-Type*.

GUNFORCE
P/S | Jap/US/Irem/4Mbit | SP4 59%

A fair arcade conversion which retains its nifty two-player mode. Excessive slow-down and lack of any real challenge completely spoil it, though.

HAMMERIN' HARRY
P | Jap/Irem/8Mbit | SP23 77%

A conversion of the little-known but playable arcade game of the same name. Cute characters abound and Harry's power-uppable hammer is a delight to use. Not bad at all.

HARLEY'S HUMUNGOUS ADVENTURE
P | US/UK/Electronic Arts/8Mbit | SP6 69%

Graphically weak platform jaunt which includes some clever ideas and a reasonable level of gameplay. Just don't expect anything trouser-splittingly incredible, that's all.

HAT TRICK HERO
Alt name: Super Soccer Champ(US)
P | Jap/Taito/4Mbit | SP 66%

A slick conversion of Taito's *Football Champ* (you know, the one with the hilarious speech). It's fast, but too easy in one-player mode – play with a pal to get the most out of it.

HIT THE ICE
S | US/Taito/8Mbit | SP9 58%

Below par ice hockey sim which majors on violence for its kicks. The arcade's four-player option is missing, too, and it's all shallower than, well, than an empty ice-rink.

HOLE-IN-ONE GOLF
S | Jap/US/HAL/8Mbit | SP 68%

An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but clever Mode 7 course intros help – as does turning the music off(!)

HOME ALONE
P | Jap/US/UK/T*HQ/8Mbit | SP3 36%

A dire attempt to cash in on the success of *Home Alone* the movie. Hopeless graphics and sound don't help in lifting the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2
P | Jap/US/UK/T*HQ/8Mbit | SP3 32%

We actually preferred the first *Home Alone* game to this, but in the same way we preferred *Eldorado* to *Santa Barbara*. Another pitiful effort which should be left in the bargain bin which it's no doubt languishing in.

HOOK
P | US/Jap/Sony Imagesoft/8Mbit | SP1 72%

Slugglishly slow moving game from the same programming team as *Skyblazer*. It's very pretty and ties in with the film neatly, but it lacks challenge overall.

THE HUNT FOR RED OCTOBER
S | US/Hi Tech Expressions/8Mbit | SP7 25%

A very poor submarine shoot-'em-up, supposedly based on the film. So repetitive that each level is almost identical to the last, apart from the Super Scope section, which is especially useless.

HUMANS
P/PZ | UK/Gametek/8Mbit | SP18 70%

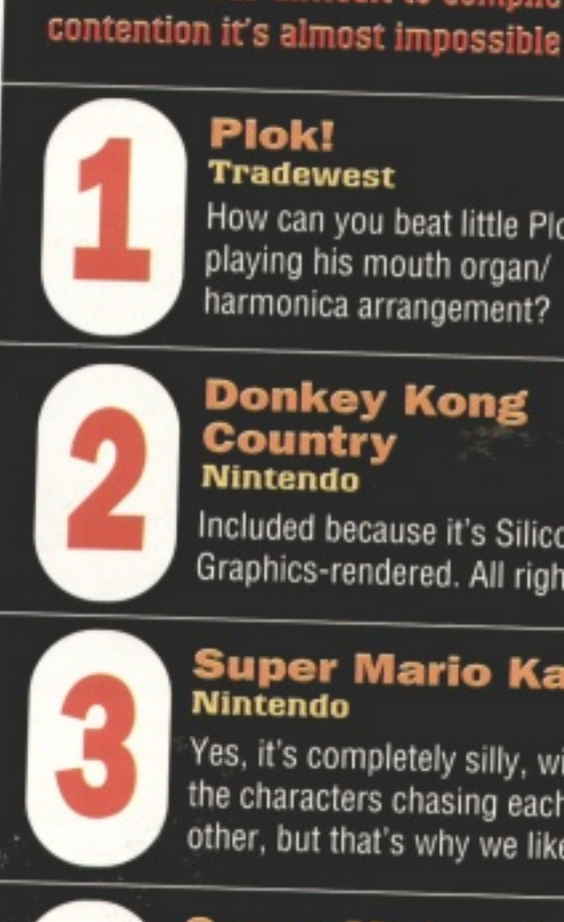
Distinctly un-SNES-like graphics don't help this fairly uninspired puzzly platformer with its strong *Lemmings* overtones. It all gets dull rather too quickly.

HYPERZONE
S | Jap/US/HAL/8Mbit | SP 30%

Visually arresting (it uses two Mode 7 planes) space shoot-'em-up which blends elements of *Space Harrier* and John Philips' crusty classic, *Eliminator*. Needless to say, it's not nearly as good as it may sound.

ILLUSION OF GAIA
A/R | US/Enix/16Mbit+BB | SP26 88%

Seasoned ARPG-ers will weather what isn't so much of a storm of a game but a heavy shower, with relative ease. Still, it's one of the best examples of its type available and fans of *Soulblazer* should snap it up immediately.



THE INCREDIBLE CRASH DUMMIES
P | UK/US/Acclaim/4Mbit | SP13 41%

A rather sick concept for a game, and one that worked much better on the Game Boy.

IMPERIUM
Alt name: Assault Suits Dorion (Jap)
S | US/Vic Tokai/8Mbit | SP6 41%

Sad, old-fashioned shooter with giant robots in it – but with little hope of rivalling *Cybernator*.

INSPECTOR GADGET
P | US/Nintendo/8Mbit | SP18 71%

Surprising release from NOA, with decent, pure Gadget power-ups, but only average everywhere else. Even the rendition of the Gadget theme tune is weak.

INTERNATIONAL TENNIS TOUR
S | Jap/Micro World/8Mbit | SP10 68%

This doesn't come close to *Super Tennis* or *Jimmy Connors' Pro Tennis Tour*, but it plays a reasonable game of tennis all the same.

THE IREM SKINS GAME
Alt name: Major Title (Jap)
S | US/Irem/8Mbit | SP3 83%

Fans of the coin-op *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* et al, however, mightn't be impressed by its accuracy.

INDEPENDENT SUPER NINTENDO MAGAZINE
SUPER PLAY

TOP FIVE TITLE SCREENS

Now this *was* difficult to compile – there are so many in contention it's almost impossible to pick just five. But we did.

1 Plok!
Tradewest
How can you beat little Plokky playing his mouth organ/ harmonica arrangement?

2 Donkey Kong Country
Nintendo
Included because it's Silicon Graphics-rendered. All right?

3 Super Mario Kart
Nintendo
Yes, it's completely silly, with the characters chasing each other, but that's why we like it.

4 Super Metroid
Nintendo
Dark, minimalistic, some might say even dull. We say that it's totally atmospheric.

5 Super Puyo Puyo
Banpresto
Another daft one, this, with a squashy puyo blob which hits Arale on the head. Ho ho.

JACK NICKLAUS GOLF

S | US/Tradewest/4Mbit | SP3 62%

This presents things from just behind the player, but the slow way that it draws the screen before each shot, and the could-be-better power meter, manage to ruin it.

JAMES BOND Jr

P | US/UK/T*HQ/4Mbit | SP3 29%

A platform shooter based on the nob cartoon which even the Amstrad GX4000 wouldn't have tolerated. Rather poor graphics, feeble sound and crap gameplay.

JAMES POND CRAZY SPORTS

S | UK/Storm/4Mbit | SP11 53%

An poor attempt to bring the playability of *Track and Field* into the '90s – with an extra dose of supposed humour. It doesn't really work on any level but younger players might get something out of it.

JAPANESE PRO WRESTLING

S | Jap/Human/8Mbit | SP12 78%

Super Multitap-compatible and very popular in Japan. It plays more like proper wrestling than the likes of *WWF Royal Rumble*. (That's not to say anyone here's wrestled for *real*, er, it just feels more realistic).

JEOPARDY

Q | US/Gametek/4Mbit | SP7 15%

Appalling conversion of an appalling American TV quiz show. You can play with up to three players but the sheer number of American-orientated questions render it practically useless.

JERRY BOY
Alt name: Smartball (US)

P | Jap/Sony Imagesoft/8Mbit | SP 54%

A run-of-the-mill platform game this one, with only its blob-shaped hero to distinguish it from the crowd. The graphics are pleasantly colourful with a selection of weird bosses. Oh and the US version loses the funny Japanese intermission bits, which we can only assume they couldn't be bothered to translate. Tsk.

THE JETSONS

P | US/Taito/8Mbit | SP23 70%

Fair-to-middling platformer with vivid cartoony graphics and splendidly implemented special weapon – your character uses a space-age vacuum cleaner to suck up the nasties and cling to scenery.

JIM POWER

P/S | US/Electrobrain/8Mbit | SP23 76%

A vomit-inducing colour scheme and true 3D effects (with special glasses) make this a game for only those with a strong constitution. It's a mix of crappy platform action, okay-ish shooting bits and not-bad-at-all overhead Mode 7 levels à la *Super Contra*.

JOE AND MAC

P | Jap/US/UK/Data East/8Mbit | SP23 76%

A good conversion of the arcade machine. Graphically very colourful, but the tunes don't very and the gameplay's a bit repetitive. Fun for younger players.

JOE AND MAC 2

P | US/Data East/8Mbit | SP21 80%

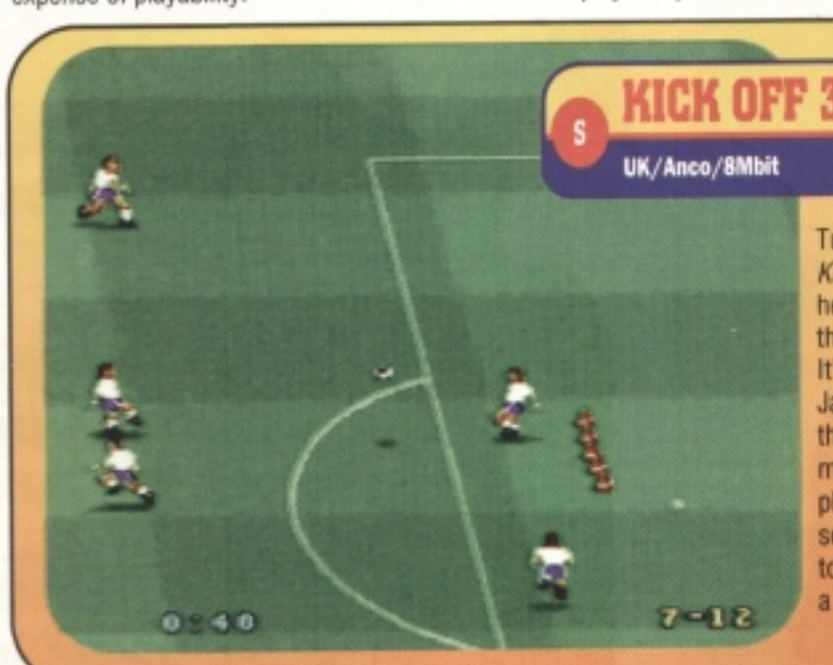
Plenty of variation this time around, with pterodactyl rides, shops and a host of special effects. The graphics and sound, too, can't be faulted either. The thorn in its side is its easiness.

JOHN MADDEN FOOTBALL
Alt name: Pro Football '93 (Jap)

S | US/UK/Electronic Arts/8Mbit | SP4 83%

What was a fabulous game on the Amiga and Mega Drive *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast but at the expense of playability.

KICK OFF 3



S | UK/Anco/8Mbit | SP20 91%

Turns the traditional *Kick Off* concept on its head by, er, turning the action on its side. It's more akin to Japanese forays into the genre but with much more depth and playability. The action sometimes gets a touch scrappy, but it's a top game overall.

MADDEN NFL '95

S | UK/Electronic Arts/8Mbit | SP26 84%

...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended' (if you like American football).

THE JUNGLE BOOK

P | UK/US/Virgin/16Mbit | SP21 82%

Beautifully animated platform adventure which proves almost as good to play as it is to look at.

JURASSIC PARK

A | UK/US/Ocean/16Mbit | SP13 89%

Worthy conversion from the film with overhead shooting sections and masterly-programmed 3D indoors sections in the style of *Wolfenstein*. One of the best film licensed games on the Super NES, in fact.

KAWASAKI CARIBBEAN CHALLENGE

S | US/Gametek/12Mbit | SP11 20%

An odd idea – motorbiking and jet skiing on one cart – which looks good at first. While having exceptional digitised stills throughout and some fantastic animation, it turns out to be a real turnip of a game.

KEVIN KEEGAN'S PLAYER MANAGER

S | UK/Anco/6Mbit | SP12 59%

The only football management game on the SNES. When you've played it you'll wonder why they bothered doing it all.

KICK OFF

S | Jap/UK/Anco/8Mbit+BB | SP3 52%

The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI
Alt name: Pocky and Rocky (US)

A/S | Jap/Natsume/8Mbit | SP5 88%

Ridiculously charming overhead-viewed shoot-'em-up for one or two players simultaneously. Its difficulty level is suspect (most people will find it just *too* frustrating at first) but you can't deny the superb graphics and feel.

KIKIKAIKAI 2
Alt name: Pocky and Rocky 2 (US)

A/S | Jap/Natsume/16Mbit | SP23 79%

Treading familiar ground to the former game, we expected more from this game. This time, the difficulty level goes the other way – it's much too easy. Still, it's a lot of fun while it lasts.

KING ARTHUR'S WORLD

A/PZ | UK/US/Jaleco/4Mbit | SP6 83%

Medieval *Lemmings* lookalike, with jolly graphics, plenty of interesting bits and a full Dolby Surround Sound accompaniment. It's very addictive, but the joypad controls can prove restrictive – get hold of a mouse instead.

KING OF DRAGONS

SB | Jap/US/Capcom/16Mbit | SP20 53%

A perfectly fine conversion of Capcom's middling coin-op. The graphics are, as you'd expect, wonderful and there are some great spells ,but it's generally tedious stuff beyond that.

THE KING OF RALLY

D | Jap/Meldac/8Mbit | SP5 39%

One of the most eye-catching uses of Mode 7 since *Pilotwings*, but that's about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, make it hard to keep your eyes open.

KING OF THE MONSTERS

SB | Jap/US/Takara/8Mbit | SP 79%

An enjoyable Neo Geo game that's been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original remotely excited.

KING OF THE MONSTERS 2

SB | Jap/US/Takara/16Mbit | SP17 74%

Hmmm. Uncomfortably similar to the first game, with the usual crowd of combatants (Cyber Woo's our fave) and a total lack of long-term enjoyment.

KITARO'S GHOST

P | Jap/Bandai/8Mbit | SP 58%

Platform game, bades on a cut comic hero, with really tricky gameplay. The graphics are quite super, though.

KNIGHTS OF THE ROUND

SB | Jap/US/Capcom/16Mbit | SP21 51%

Another decent arcade conversion, like *Kind Of Dragons*, this time based more on a pseudo-historical theme than a fantastical one. But it's as pump as ever.

KOSHIYEN 2

S | Jap/KAC/8Mbit | SP2 60%

Not as bad as its publisher's name might imply. It would be the most bog standard baseball game around, except that it's odd and very Japanese.

KRUSTY'S SUPER FUN HOUSE

P/PZ | US/UK/Acclaim/8Mbit | SP1 79%

A curious blend of pie-throwing, puzzling solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Could do with more passwords, though.

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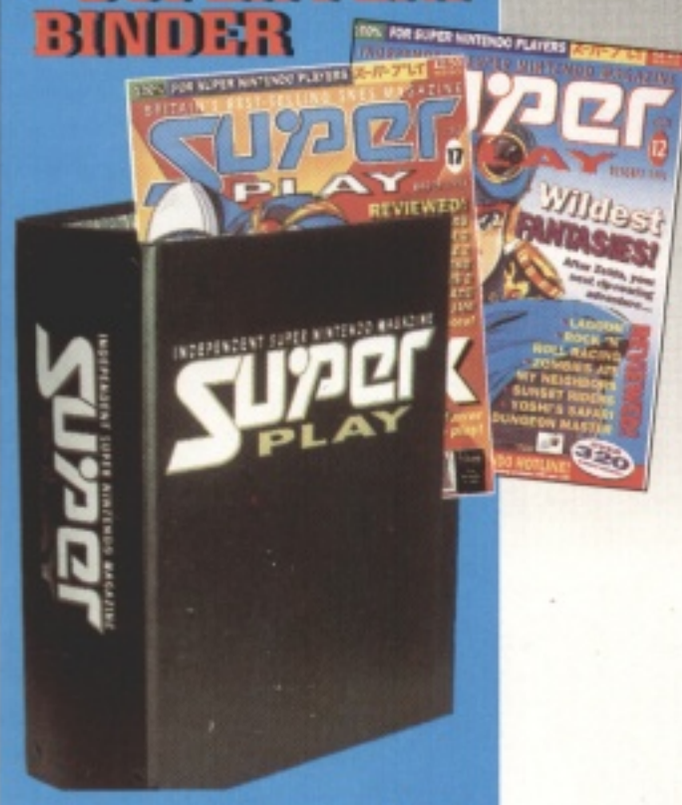

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AMBASSADOR MAGMA (episodes 4-5)

Kiseki Films
55 minutes Episodes 4-5
RRP: £10.99
15

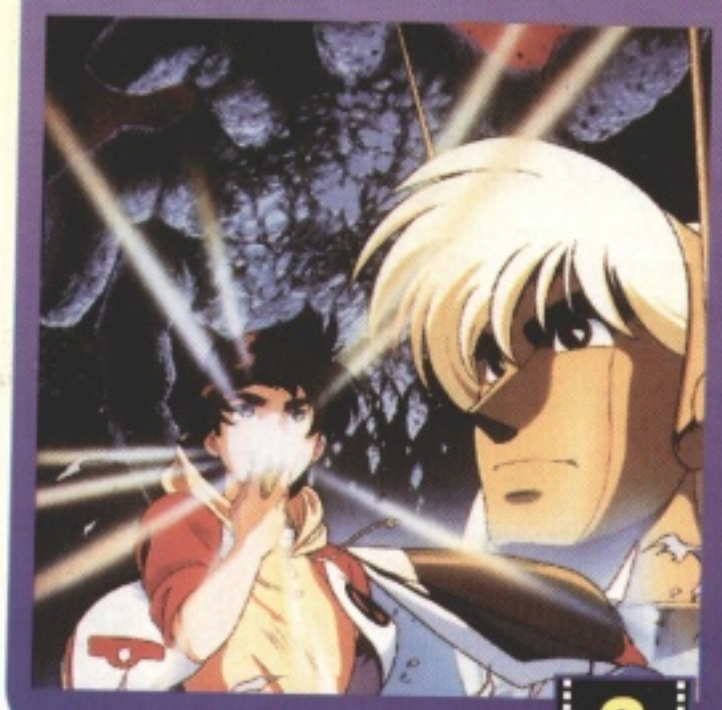
Ambassador Magma is a fully paid-up member of the old school of Japanese animation. In fact, such is its retro style that it probably already has its bed booked in the Astro Boy Memorial Home For Over-Worked Heroes. The film, you see, is a spin-off from the mid-'60s manga strip created by the late Osami Tezuka, an inordinately prolific figure whom Japanese fans refer to as Manga no Kamisama – literally translated: the god of comics.

The film itself isn't that old at all, but was purposely rendered in a pseudo-classic style, presumably in a bid to stimulate interest among fans of the strip first time around. The resulting imagery is clean but basic, with little regard paid to close detail. It'd be fair to say that it's not without a primitive charm of its own, though, and thus an atmosphere of particular substance.

Tales covered in parts four and five, 'The Two Mamorus' and 'The Government Strategy' cover the further adventures of Atsushi, Junya and Mamoru as they head into conflict against the demon lord Goa. Magma itself doesn't figure quite as dominantly as you'd expect, but the tacky-locked golden one is always on hand when the going gets tough, his super powers proving more adequate in dealing with the bad guys.

Even bearing in mind the good-versus-evil nature of the plot, graphic portrayals of demonic nastiness runs only to lukewarm levels. So don't expect another *Overfiend*. Instead, expect two only mildly entertaining tales which, due to their execution, will probably only appeal to fans wishing to further their knowledge of the scene, and to witness anime based on the fruits of Tezuka's ineffable talent.

Tony Mott



2 out of 5

CYBER CITY ODEO 808 (file 1)

Manga Video release
40 minutes (Dubbed)
RRP: £9.99
15

This first episode of the *Oedo* trilogy feels very much like just that, an instalment, but it doesn't detract too much from the plot. Although we're not told what hideous crime the protagonist is supposed to have committed, it quickly transpires that he's been given the chance to reduce his 300 year sentence by working as a bounty hunter. Since it's a dangerous and dirty job that's only slightly more fun than lifetime imprisonment, an explosive electronic tag ensures that he never gets any ideas about disobeying orders or bunking off. This is the cue for action aplenty as Benten, Gogol, Sen and Goku unenthusiastically hunt down a mysterious hacker who has taken over the operation and defence systems of a state-of-the-art skyscraper.

Unfortunately many of you won't be able to enjoy *Cyber City Oedo 808* because of Manga Video's dubbing, and the consequent age restrictions placed upon it by BBFC certification. I don't have any problems with bad language – on the contrary, I think it's impossible to reflect certain real-life situations without it – but Manga's script deliberately tries to cram in a swear word every five seconds, often so clumsily that the dialogue becomes unintentionally hilarious. I wish I could quote my favourite line here, but it's not exactly wholesome in its content. It means that we're missing out on some of the finer points of the original story, too.

That aside, there's enough here for action fans to warrant following the series. Episode three has been lauded as the best of the bunch, although you'll need to watch the lot to get the most out of it. It's just a shame about the laughable dubbing.

Zy Nicholson

2 out of 5

APPLESEED

Manga Video
68 minutes
RRP: £11.99
15

Regular readers of *Super Play* will know all about this one. *Appleseed* is the story of Dunan, a young Special Weapons and Tactics operative, and her cyborg chum Buliarios. They live in the perfect society, known as Olympus. Except that this isn't much of a Utopia at all, and criminals are rife, keeping the winsome two hard at work.

Something about *Appleseed* will remind you of the Stallone movie *Demolition Man*. The peaceful quiet of an idyllic community shattered by massive explosions, evil wrong-doers and outrageous police tactics. The plot is a fairly strong one, but won't be quite as effective if you haven't had a look at the exclusive *Appleseed* booklet given away with the November issue of *Super Play*. Basically, Dunan and Bully are hurled into increasingly dangerous situations and start wondering if there's a sinister organisation behind the latest crimewave.

Appleseed is packed with mobile-suits, high-power bikes and lots of action. In fact, you could say that it's an archtypal manga film. It doesn't push the limits of animation, though, and there isn't anything revolutionary which you can't find on other releases, which is a pity.

But if you're new to the genre, or you just fancy a jolly exciting yarn, this is well worth a look. There's enough action and not too many irritating 'clever' bits.

In fact, I'll stick my neck out and say that, while its not amongst the best Manga releases, *Appleseed* is the sort of film that's helping to get anime more and more into the popular culture stream in this country.

James Leach

4 out of 5

Super Play creates a temporal anomaly in the space-time continuum, slides neatly between alternate dimensions and grabs the TV remote.

As you will have no doubt seen on our free calendar, Manga Video have got some cracking titles lined up for the new year. But are they (and all the other companies) releasing what you want to watch? We want your 'most wanted' lists, don't worry if you can't name actual titles, just tell us the sort of anime you want to see and we'll compile our own definitive guide to just what you want from anime in the UK. Write to: Irresponsible Pictures, _Super Play_, 30 Monmouth Street, Bath, Avon BA1 2BW. Power up!

THE GUYVER DATA 7

Manga Video
25 minutes
RRP: £11.99
PG

And you thought it was all over. The evil Commander Gyou was destroyed last video, and with him went much of the Chronos Organisation. But nothing is ever that easy, and with five Guyver videos still waiting to appear on the shelves here, there are more mecha-related thrills to come.

This installment sees things Sho, the Guyver's alter ego, in a little trouble. He's been handcuffed to his mate's little sister, making it impossible for him to transmute without harming her. The Zoanoids are closing in and things are looking grim.

But from nowhere, a mysterious geezer sporting some rather natty shades appears with a massive hand-gun. He opens up on the zoanoids and wastes a vast number of them. Then he gets cornered and we see his real power.

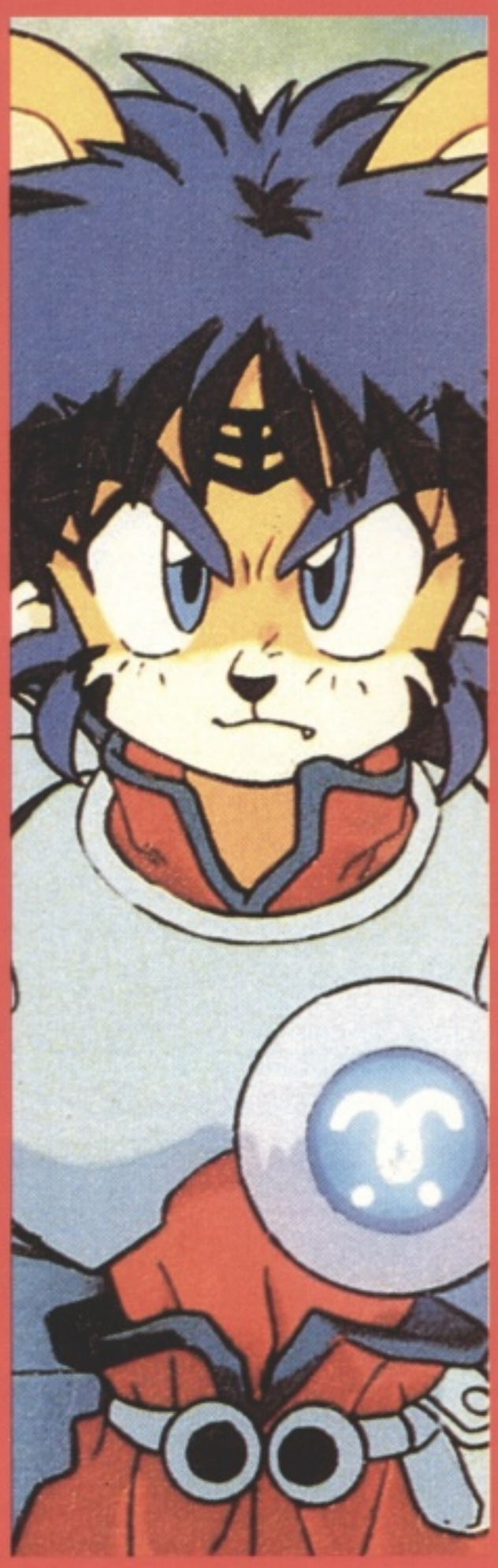
Guyver 7 is an action-packed installment, and the raw power of the chap seems to know no bounds. Every video seems to see him more powerful and more annoyed as well. There's a great deal of blood, some smart shots of the Chronos HQ (which makes the interior of the Death Star look like a small retirement home outsider High Wycombe) and no irritating dead-end plot twists.

In fact the only problem with the Guyver is that he's just so powerful you can't help wondering why the Chronos folk keep sending those rather weedy (comparatively) Zoanoids against him. He hasn't taken so much as a scratch off one of them yet. Anyway, this is a minor grip and the series continues in fine style. Recommended indeed.

James Leach

3 out of 5

MANGA NEWS



This month we're going to try and answer some of the many manga and anime questions that you've sent in.

First off, Jeffrey Sheen of Crowbrough (and many others, too numerous to mention) asks if there are any 'how to draw' books for the anime style?
Well, in Japan, yes there are. As well as general drawing tutorials there are DIY cel painting kits and whole ranges of art materials specifically for the budding manga artist or would-be animator. But as you've probably already guessed, none of these are available over here yet. Your best bet would be to get a good anatomy book and adapt what you learn to your anime artwork. Just drawing big eyes is not all there is to the Japanese style. All the best manga artists have a solid grounding in basic drawing skills. But if any forward thinking publisher releases an anime drawing guide, you can be sure that we'll let you know about it.

Kirsty Davis from Harrow thinks she's spotted some anime on TV, albeit four or five years ago. It was about a girl who had a pendant that had the power of levitation. She meets up with a young boy and eventually they find their way to a gigantic floating city. Was this in fact, a Japanese produced film?
Yes, what you saw was anime. Its title is *Laputa, Castle in the Sky* and it was created by none other than anime master Hayao Miyazaki. Miyazaki is responsible for some of the best loved anime ever. The animated version of his longrunning manga – *Nausicaä* and the *Valley of the Wind* has been available (in a cut-down, dubbed version) on video over here for some years now as *Warriors of the Wind*. He is also responsible for Helen McCarthy's all-time favourite – *My Neighbour Totoro* (see last issues Anime World). *Laputa* has been on British TV screens a few times now, but has never had a video release outside Japan.

Lucy Preece from Gwent asks if there are any more *KO Century Beast Warrior* stories in the pipeline?
There has been another OAV series of the *Beast Warriors* in Japan, but it's not known if Anime UK or anyone else will pick it up for release over here.

That's all for this month. Keep all your questions coming in. The promised anime release datebook has now been held over until next month, so until then – sayonara!

NEW TO THE UK

Another biggie crashes through the surf and plants an official flag in the sand of the UK.

SUPER STREET FIGHTER II

Nintendo/£55/24 Mbit

Everybody leapt up and down and called *Street Fighter II Turbo* the best fighting game ever. And they had a point. But several months ago a new fuss started when *Super Street Fighter II* appeared in the arcades.

And here it is, out officially on the SNES. So what are the differences? Well for a start, there are four all-new characters: Cammy from England, T Hawk from Mexico, Dee Jay from Jamaica and Fei Long from Hong Kong. Each character has a distinct style and, in fact, many players reckon T Hawk to be the best character in the game. Certainly the SNES plays him very hard indeed.

Other changes include four new dizzies. After repeated hits, stars, chicks, angels or grim reapers appear and spin round the heads of the whacked. Also, there's a new concept regarding bonus points. The first hit, various combos, reverse attacks and quick recoveries are all marked with an on-screen prompt and a set amount of extra points.

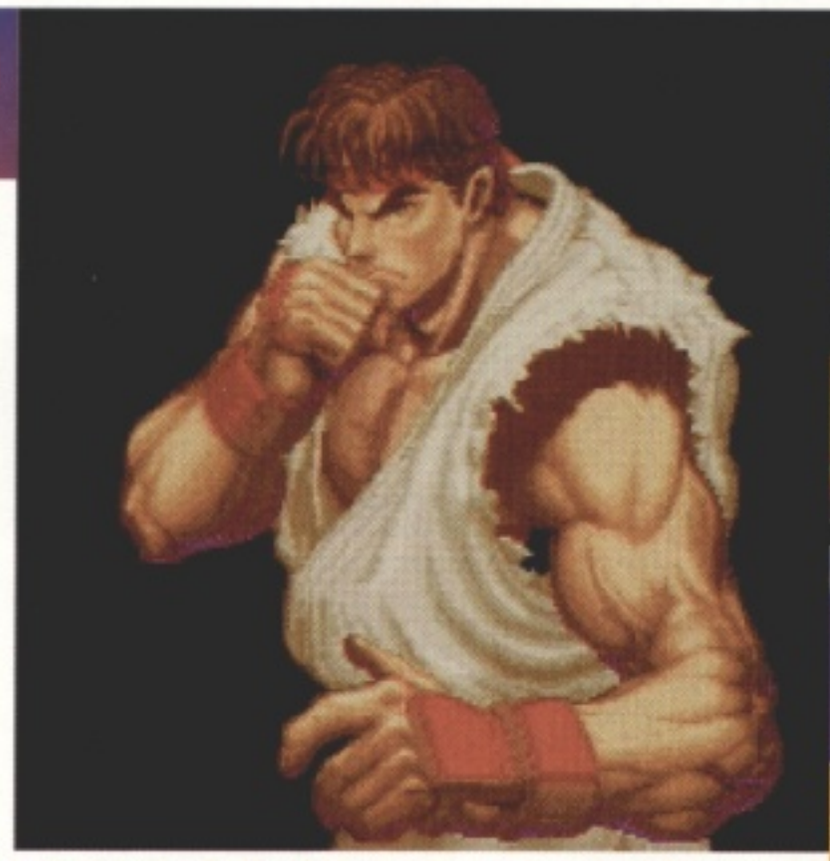
There's a tournament version as well. Eight players can take part in a knockout competition, and there's even a 'tree' to see who's beaten who. In an inspired move, Capcom have enabled the SNES to 'remember' the button configurations each player chose, so there's none of that awful options menu business to worry about.

The final big change is that there's a group battle option. Here, players choose up to eight characters each (characters can be duplicated, but only once) and after all the fights, the player with the most wins is declared the victor.

Admittedly, this isn't the most useful option you get with *Super Street Fighter*, but it's nice to have it included.

Super Street Fighter II is a great game. If you don't have any of the *Street Fighter* series, get this one. If you have *Turbo*, we'll leave it to your discretion. But bear in mind that Gary Blake, undisputed master of *Street Fighter* (as proved at the FES), can't be torn away from his cart of *Super Street Fighter II*.

Full review in issue 23



Welcome one and all to the best beat-'em-up on the SNES! Roll up, roll up and get your head kicked in by your favourite characters!

OVERALL SCORE: 96%

EVERYONE GETS A POLISH

As well as the all-new features seen in *Super Street Fighter II*, there are numerous touches which have been added to each of the players. Everyone has been tweaked, so now Chun Li has a charged fireball, Blanka has a vertical cannonball, Ken has a flaming Dragon Punch and so on. The characters are more evenly matched, too. Guile, previously known to be the best character, has the least improvements, so the others have at last caught up with him. Hooray.

BACK ISSUES

ISSUE 1,2,3, SOLD OUT

ISSUE 4
Human Grand Prix reviewed; and a guide to *Another World*.

ISSUE 5
Game Genie vs Action Replay; *Assault Suits Valken* and *Pikikaikai* reviewed.

ISSUE 6
Starfox previewed; *Super SWIV* reviewed; *SFII* guide.

ISSUE 7
Starfox reviewed; fantasy game special.

ISSUE 8
Pop'n Twinbee and *James Pond* reviewed; a player's guide to *Starfox*.

ISSUE 9
Loads on *SFII Turbo*; *Super Bomberman* challenge; an *Addams Family* guide.

ISSUE 10
Fixing your SNES; *Final Fight* and *Striker* reviewed; and a *Mystical Ninja* guide.

ISSUE 11
Super Mario Collection, *SFII Turbo* and *Mortal Kombat* reviewed; a guide to *Final Fight 2*; and much more!

ISSUE 12
A fantasy game special; an interview with Nintendo Hotline; and part one of our *Mario Collection* guide.

ISSUE 13
A football special, *Jurassic Park*, *Top Gear* and *Lamborghini* reviewed; and third-party politics.

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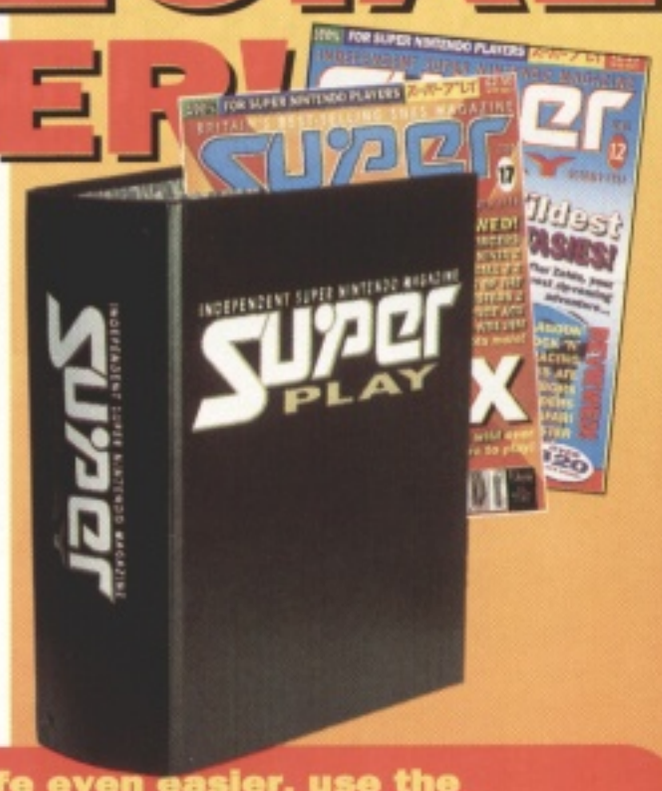

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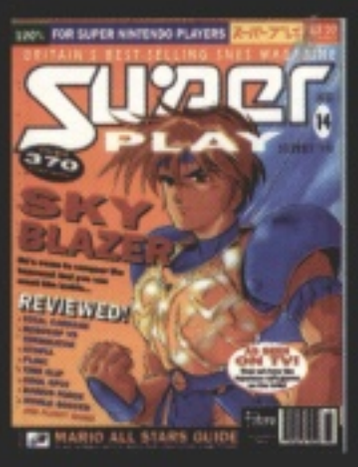
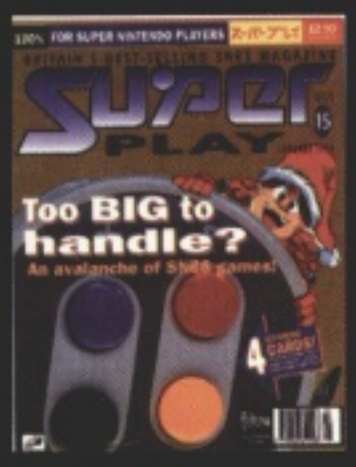
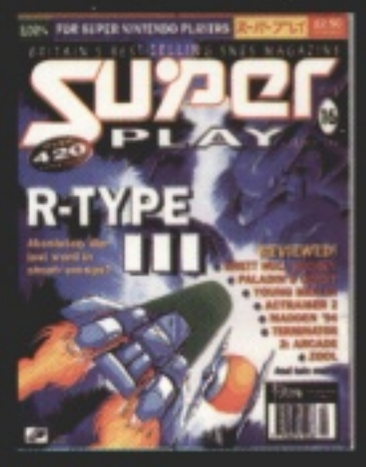


ISSUE 14
NIntendo's pricing policies; the horror of anime; *Sky Blazer*, *Clay Fighter* and *Plok!* reviewed; and more!



ISSUE 15
What's in store for 1994?; *Aladdin* reviewed; and a *Jurassic Park* Super Player's Guide. Hurrah!



ISSUE 16
R-Type III and *NBA Showdown* reviewed; those Rik Mayall ads; and more SNES troubleshooting.

ISSUE 17
Mega Man X and *NBA Jam* reviewed; Nintendo rap; *Solstice II: Equinox* and *Shadowrun* guides. Cor!

ISSUE 18
CES news; *Lufia*, *Super Puyo Puyo* and *Soccer Kid* reviewed; and a *Turtles* player's guide.

ISSUE 19
Fatal Fury 2 reviewed; a *Mystical Ninja 2* guide; we visit Nintendo of Japan; plus a free manga book.

ISSUE 20
Super Metroid reviewed; a football special; a *Mega Man X* guide; and how to get hold of cheap carts.

ISSUE 21
Vortex previewed; *Super Bomberman 2* and *Dragon* reviewed; and a *Clay Fighter* guide.

ISSUE 22
Wild Trax reviewed; How to draw anime; Exclusive *Syndicate* feature; *NBA Jam* guide and more!

ISSUE 23
Super Street Fighter II reviewed; exclusive Squaresoft interview; *Super Metroid* player's guide.

ISSUE 24
Mortal Kombat reviewed; *Breath Of Fire* reviewed; *Super Street Fighter II* player's guide.

ISSUE 25
Sparkster and *Secret of Mana* reviewed; *Mortal Kombat II* player's guide; plus loads more.

ISSUE 26
***Final Fantasy III*, *Illusion Of Gaia* and *Syndicate* reviewed; *MKII* player's guide; and much more!**

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IN SUPER PLAY

SUPER PLAY ISSUE 28 ON SALE THURSDAY, 5 JANUARY 1995

CANNON FODDER

The Amiga and PC's favourite blast-fest is here and we wander through the jungle with our weapons cocked and ready to fire. So we ask 'Could everybody surrender their guns, lie on the floor and keep calm?'

SAMURAI SPIRITS

It's *Shodown* time! *Samurai Spirits* is a pretender to the *Street Fighter* crown which might have the muscle to worry Guile and his band of cronies. We ask 'Why do I always get the crap joypad which doesn't let you do the special moves properly?'

KIRBY'S TEE SHOT

Kirby's big, pink and round. He's also got his own golf-type game. And we find out all about it next month. We'll ask questions like; 'How can he play golf when he hasn't got hands?' The answer is, of course, that he's the ball.

ALL THE LATEST ANIME!

Get ready for the long-awaited *Geno Cyber* – the story of a 21st-century engineered human with the power to destroy the entire universe. But of course, it doesn't go according to plan and the future of everything is soon at risk. Will the universe survive?

And in the Manga Video release *AD Police*, Mega Tokyo is under threat from the Voomers – cyborgs which were created to do the jobs nobody else wants to.The Voomers have got a bit too intelligent and are wrecking havoc in the city. Who can stop them? (Answers on a postcard...)

Above: *Geno Cyber*, a terrifying tale of genetic evilness. Left: *AD Police*. A terrifying tale of robots who revolt.

THE *SUPER PLAY* BIG BEAT-'EM-UP SPECIAL

It's time for a big, long hard gaze at the world of SNES beat-'em-ups. We'll tell you the ones to bother with. We'll also tell you the ones to forget and we'll tell you which have got the best characters.

We'll also ask 'Is mildly poisoning Gary Blake the only way we can beat him at *Street Fighter II*?

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THE SUPER QUIZ ANSWERS

Yes, you might have thought the big Christmas Quiz on page 29 was easy-peasy, but you're certain to be stumped by the normal Super Quiz. So here are the answers to that. And seeing as these are virtually the last words in the mag, Merry Christmas and a Happy New Year!

EASY
1 Toppies
2 Ren. He's a chihuahua, apparently.
3 Hodja. Who's a 14th-century Turkish mythical figure

MEDIUM
1 Diddy Kong
2 Hyper
3 *Darkstalkers*

HARD
1 Capcom
2 Defeat Jade using high punch
3 Dean Stockwell

Chaos Reigns

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